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OFFICIAL MAGAZINE

Nintendo
GAMING 24+7.

THE UK'S BIGGEST AND BEST SELLING NINTENDO MAGAZINE

ISSUE 116
MAY 2002

£3.15

LUIGI'S MANSION

Definitive UK review of the
world's first Hoover 'em up

UK EXCLUSIVE SHOTS

StarFox Adventures
Super Mario Sunshine
Eternal Darkness
Metroid Prime

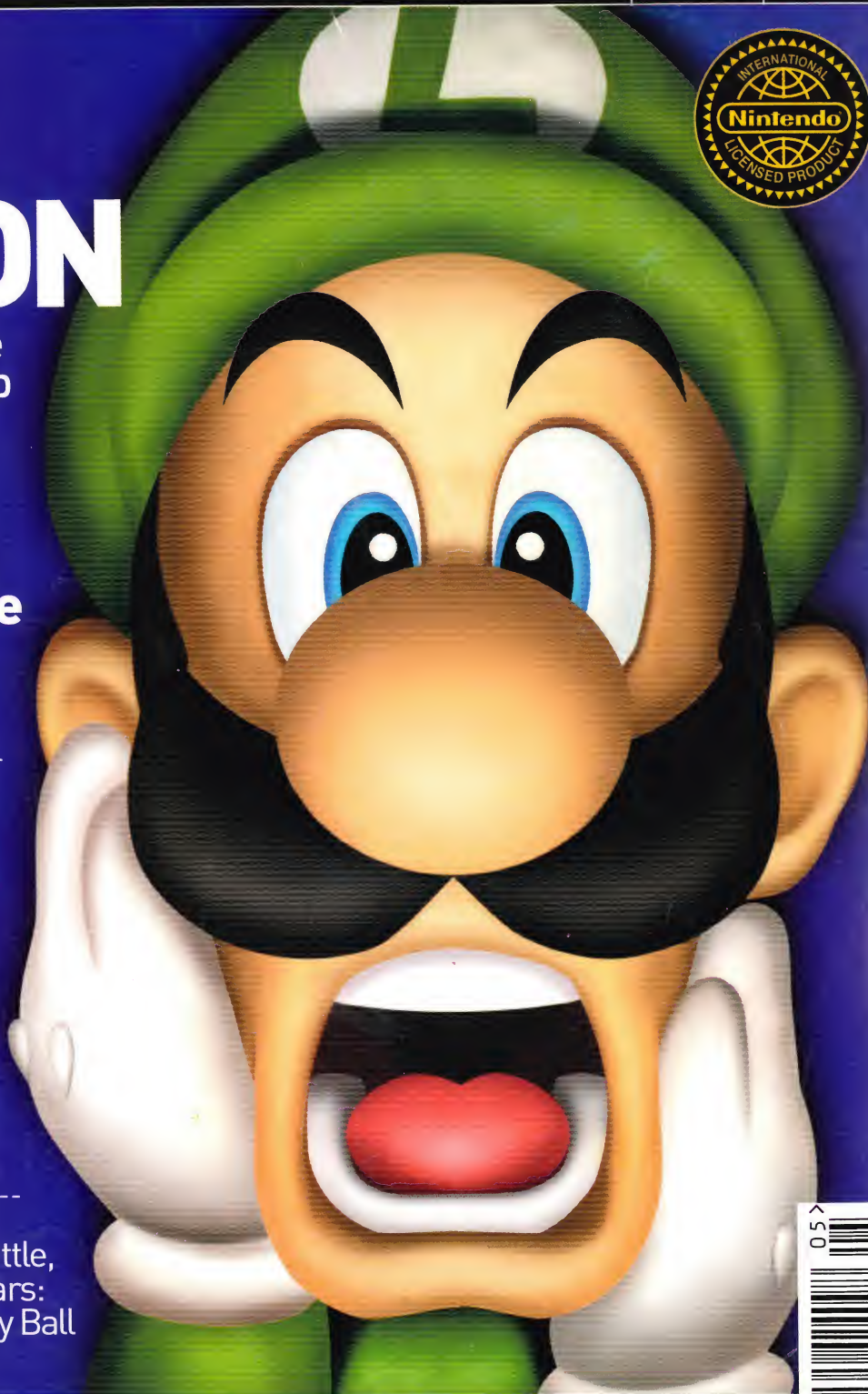
40 PAGES OF
GAMECUBE &
GBA REVIEWS
INCLUDING...

OFFICIAL UK REVIEW

TONY HAWK'S 3

'800,000 points, two broken
ribs, then I set off a quake'

PLUS! Sonic Adventure 2 Battle,
Wave Race Blue Storm, Star Wars:
Rogue Leader and Super Monkey Ball



50



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top dog for games



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Trust the *NOM* squad to solve your gaming problems. If it's GameCube or GB Advance, we've got it covered.

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everyone at Cake, Yugi Naka, Bo Eatwell, Chris Glover, Raven
Games, Andy Wilson, Lee Kirtan, Steve Merrett, Emily Britt,
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Repro by: AJD Colour Ltd Printed by: St Ives, Andover

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All *NOM* subscriptions include post and
packing. One year UK subscription is
£26.50; Europe £37.50; World £62.50.
Back issues cost £3.95 UK; £4.95
Europe and World. To order telephone:
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information we found to be true at the time of going to press.



Meet the team

SAY HELLO TO THE PEOPLE WHO PLAY TOO MANY GAMES AND MAKE *NOM* SO BLOODY GREAT...



Well it's taken its time, hasn't it? Over a year and a half after it was first unveiled and eight painstaking months since our friends in Japan got to play it, GameCube is finally arriving on these shores. But it's been worth the wait.

Forget PlayStation 2 and Xbox with their fancy DVD players; forget the fact that GameCube is the last next generation console to launch. Who cares? Because you and I know that Nintendo make the best games and GameCube does exactly what it says on the tin. Nintendo isn't a multimedia company. It produces games and they're the best ones around.

Just think about Nintendo's line up for a moment – Mario, Donkey Kong, Luigi, Link, Pikachu. Everyone knows who they are and everyone will agree that they have starred in the most playable games of all time. They are also coming to GameCube and I am confident that these gaming greats won't let you down. Some even appear from day one and you can read all about them in our new look issue, starting with the first UK review of *Luigi's Mansion* on page 42. We've also been hard at work creating a complete walkthrough for the game to make your life easier when exorcising the mansion.

But what else will you get for your £3.15? How do world exclusive shots of *Super Mario Sunshine* grab you, or over 40 pages of reviews? Not enough? How about news on *StarFox Adventures*, *Metroid Prime* and *Eternal Darkness*, plus info on the new *NOM* web site? Any more details and I might spoil the surprise so turn the pages, have a read and let us know what you think by e-mailing us at nintendoletters@emap.com.

And as for which GameCube launch character I look like, well it can only be Nigel Carver from *Wave Race*.

Enjoy the mag!

Tim Street

Tim Street, Editor



RICHARD MARSH,
DEPUTY EDITOR



If I were a
GameCube launch
character I'd be...
Elvin Gadd from
Luigi's Mansion

Favourite games
this month...

- ISS2
- Burnout
- Super Monkey Ball

DOMINIC WINT,
STAFF WRITER

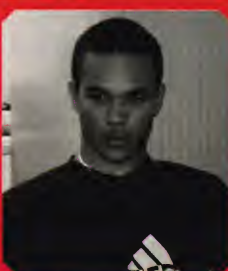


If I were a
GameCube launch
character I'd be...
David Mariner
from *Wave Race*

Favourite games
this month...

- Tony Hawk's Pro Skater 3
- NBA Street
- Crash Bandicoot

MICHAEL JACKSON,
TIPS EDITOR

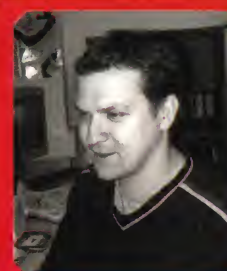


If I were a
GameCube launch
character I'd be...
B.D. Joe from
Crazy Taxi

Favourite games
this month...

- Star Wars
- Super Monkey Ball
- Perfect Dark

MARK SOMMER,
ART EDITOR



If I were a
GameCube launch
character I'd be...
Gongon from
Super Monkey Ball

Favourite games
this month...

- ISS2
- Burnout
- Virtual Chess 64

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Nintendo

PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS

FINAL FAN

FINAL FANTASY RETURNS TO NINTENDO

AFTER YEARS OF FROSTY RELATIONS, NINTENDO AND SQUARE ARE JOINING FORCES TO BRING *FINAL FANTASY* TO THE GAMECUBE AND GB ADVANCE.

FINAL FANTASY • GAMECUBE/GB ADVANCE • OUT 2003

Over recent months, persistent rumours that Square is going to develop games for Nintendo's new consoles have refused to go away. Now, after months of speculation, Square has finally announced its plans to produce *Final Fantasy* titles for GameCube and GB Advance, with the first adventures hitting Japanese stores by the end of this year.

Rather than Square developing these games in-house, production is being handled by a new Square-affiliated company – tentatively titled Game Designers Studio –

which is headed-up by *Final Fantasy* stalwart, Akitoshi Kawazu. This new company will be co-funded by Square and Nintendo, and Nintendo's contribution will be donated via its special Q-Fund which was set up by the President of Nintendo, Hiroshi Yamauchi, to help launch new studios and produce the next gaming crazes, just as Nintendo did with the *Pokémon* creators, Game Freak.

Game Designers Studio has already been commissioned to produce titles based on the *Final Fantasy* series, the first quest making use of the GBA-GameCube connectivity. The adventure is scheduled for release in Japan

before the end of this year, and unconfirmed reports suggest it'll be based on the turn-based strategy game, *Final Fantasy Tactics*, which appeared on the PSOne. Another three GB Advance quests are planned, but neither Square nor Nintendo would confirm whether these will be *Final Fantasy* titles or not.

This is great news for Nintendo gamers and further evidence of the company's desire to open up the GameCube and Game Boy Advance to as many people as possible. It should be noted, however, that Square will continue to produce *Final Fantasy* games for the PS2. **Richard Marsh**



TASY

アイナルフアンタ



Jango Fett is set to become one of the coolest *Star Wars* characters, and you'll get the chance to control him in *Bounty Hunter* on Nintendo's new GameCube console

STAR WARS BOUNTY HUNTER
● GAMECUBE ● OUT CHRISTMAS 2002

STAR WARS BOUNTY HUNTER

☐ If *Rogue Leader: Rogue Squadron II* hasn't already pushed you into a *Star Wars* induced bliss-out, then news of the next space adventure may well tip you over the edge.

Star Wars Bounty Hunter stars Jango Fett, father of the legendary bounty hunter Boba Fett, and takes place during the era of *Episode One* and *Two*.

The mission in this third person adventure is to find the elusive leader of a deadly cult before another rival bounty hunter. This epic quest will take players through 18 levels of intrigue, action and double crossing, showcasing the darker, seedier side of the *Star Wars* universe.



☐ Moody gamers will be instinctively drawn to the black GBA

NEW COLOUR ● GAME BOY ADVANCE ● OUT NOW

Is it because I iz black?

NINTENDO'S GB ADVANCE GETS A BRAND NEW MAKEOVER.

☐ So far we've had white, purple, blue and pink, and now black can be added to the ever-expanding range of Game Boy Advance colours.

Released on 19 April to coincide with the arrival of *Super Mario Advance 2*, this new version is exactly the same as all other GBAs, except that it's wrapped in fetching, matt black casing. We think that this GB Advance will look awesome next to a black GameCube. Mmmm, black GameCube...



☐ This is a PS2 shot, but you can be sure that the 'Cube version will look loads better



☐ It's great to see the *Final Fantasy* series returning to the wonderful world of Nintendo

NINTENDO BY NUMBERS

If your mates love to talk about 128-bit GameCubes and 52,000 GBA colours, leave 'em gasping with these Nintendo numbers

21

The number of days before the premier of *Pokémon* when Ash's sidekick, Clefairy, was replaced by Pikachu.

52

The number of *Super Mario Bros.* cartoons that were made.

110,000,000

The total number of Game Boys sold worldwide since its launch back in 1989.

2

The number of years it took ten developers to make the NES classic, *Super Mario Bros. 3*.

100,000

The total number of *Pokémon* Game Boy titles sold each week around the world.

\$7.2 bn

Estimated Nintendo profits in 1997.

1,104 lbs

The weight of Snorlax, the heaviest Pokémon of them all.

1,000 years

The curse length if you pull Ninetales' tail.



The new Spider-Man movie is a dream come true for comic fans, and the GameCube version is just as exciting

SPIDER-MAN: THE MOVIE • GAMECUBE • OUT 7 JUNE

Spider-Man: The Movie

ANYONE WHO'S PLAYED THIS GAME SAYS IT'S THE MOST AUTHENTIC AND COMPLETE SPIDER-MAN QUEST TO DATE.

The Hollywood movie is just a few short weeks away and already Spidey senses around the world are tingling over what could be the web head's finest video game. *Spider-Man: The Movie* is released on the same day as the film and, as the title suggests, it's based around the same swinging story as the soon-to-be-released movie.

The GameCube adventure focuses on Peter Parker's early years, from when he was bitten by a radioactive spider, via the murder of his

Uncle Ben, to his subsequent transition from selfish celebrity seeker to the Green Goblin-bashing hero we've come to love.

Set in and around the mean streets of New York, this third person adventure features a spectacular vision of the city, with a richly detailed skyline

which features towering skyscrapers and bustling streets awash with life.

Spidey himself will come loaded with dozens of attack combos, power ups and special moves and enough web-goo to swing from New York to LA. Be excited, and remember to check back next month for a full review.



☐ Much of the action is set high above the bustling city streets of New York. Don't look down, Spidey



☐ The adventure will also see the web head chasing bad guys through the stinky city sewers



TIMESPLITTERS 2 • GAMECUBE • OUT SEPTEMBER

TimeSplitters 2 comes to GameCube

PS2 BLASTER DEFECTS TO NINTENDO'S POWERHOUSE

The acclaimed PS2 *TimeSplitters* series is coming to the GameCube later this year. Free Radical, the team behind *Goldeneye 007*, are putting the finishing touches to this first person shooter in time for a September release.

Players will have to battle their way through nine Story mode levels – from the Wild West to Neo Tokyo – trying to thwart

the evil TimeSplitters. There will be a single player and co-operative modes on offer, along with over 80 playable characters and a tense multiplayer option. You'll also be able to customise the game using the MapMaker level designer, enabling you to add your own scenarios to the Story mode or a multiplayer game. Stay tuned to *NOM* for more details as they break.

With all that body armour you'll have to aim for the throat if you want a quick kill



The flame effects look pretty impressive. That goon on the right looks a little pained



Duck and cover, it looks like all hell's breaking loose in this tunnel



1987



After breaking the Sages' Seals, Ganon escaped the Dark World. Before being kidnapped by Ganon, Zelda broke the Triforce of Wisdom leaving it up to Link to find the pieces.

1992



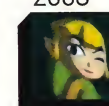
Link was now back in Hyrule, fighting an evil magician called Agahnim who saved Ganon. But Link enrolled the help of the Seven Sages' ancestors to stop him.

1998



In *Ocarina of Time*, Ganondorf entered the Sacred Realm and turned Hyrule into a wasteland. It was Link's mission to travel through time and stop the King of Thieves.

2003



Zelda GameCube uses 'Toon Shading' to show off some jaw dropping cel animation. It's the closest game yet to matching the high quality of Disney animation on a home console.

CLASSIC CHARACTER

A BRIEF HISTORY OF LINK

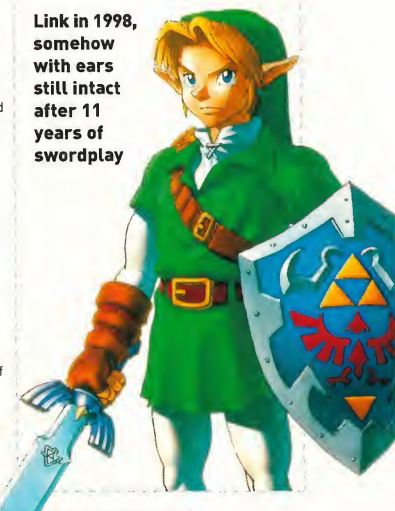
Ask any Nintendo fan to name the greatest RPG adventurer of all time and you'll instantly be greeted with cries of 'Link!'

Hyrule's hero is the star of eight *Legend of Zelda* adventures as well as two *Super Smash Bros.* titles (*SSB Melee* is out soon on the GameCube).

But he wasn't always the smooth, Disney-esque slayer of Agahnim's doom merchants, Skulltulas and Ganondorf we know today. He began life as all gaming heroes do – as a few pixels.

With *Zelda GameCube* in development, we thought you might like to catch up on the old boy's swashbuckling history.

Link in 1998, somehow with ears still intact after 11 years of swordplay



JAPANESE GIBBERISH

The soon-to-be-retired President of Nintendo of Japan, Hiroshi Yamauchi, has a pop at Microsoft's new Xbox console.

"It is just like trying to compare a sumo wrestler with pro wrestler; both fighters play by totally different rules. Nintendo does not consider Microsoft's Xbox to be its competitor."



PLAY THAT FUNKY MUSIC

Fancy a Nintendo tune to spice up your Nokia? Of course you do. And our resident music maestro, Dominic Wint, has created a classic Nintendo tune to take you to ring tone nirvana. So if your mobile has a cool Composer option, here's *Zelda's* Lullaby from *Ocarina of Time*.

Next month, the opening theme from *Luigi's Mansion*

28°N, 48N, 19N, 788°N, 1°N, 299N, 48N, (HOLD 119N, 2N, 48N, 19°N, 78°N, 49N, 38N, 2N, (HOLD 119N, 2N, 48N, 19N, 788°N, 1°N, 299N, 48N, (HOLD 119N, 2N, 48N, 19°N, 78°N, (HOLD 419°N, 4N, 38N, 2N, 3, 2N, 799°N, 3°, 288N, 1N, 2N, 1N, 599°N, 4°N, 38N, 2N, 3, 2N, 79°N, 3°, (HOLD 719N. A LONG TUNE, BUT WORTH THE EFFORT

QUESTION

What was the only game with Mario as the bad guy?



F1 2002 promises to deliver all the thrills and spills of the real sport

F1 2002 • GAMECUBE • OUT JUNE

GAMECUBE GETS THE FORMULA 1 TREATMENT

"... AND IT'S GO! GO! GO! FOR THE GAMECUBE GRAND PRIX."

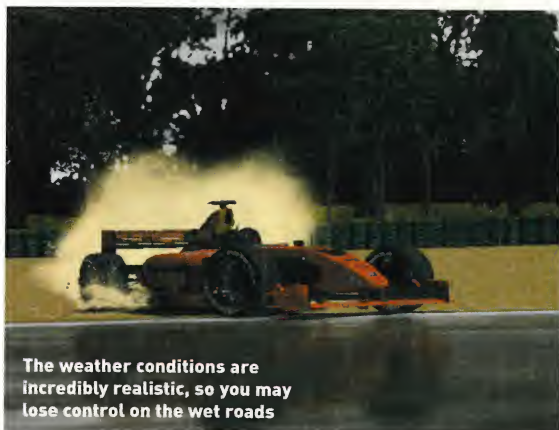
Calling all petrol heads... it's time to get excited as *F1 2002* is roaring to the GameCube. Using all the official cars and drivers from the 2002 Formula 1 season, this hi-octane simulation will recreate the amazing atmosphere and exciting action that we've come to expect from this most lavish of sports.

All racing tastes will be catered for, with players being able to choose between an arcade-style Quick Race mode and the more demanding F1 season. Computer opponents will demonstrate unrivalled artificial intelligence and they'll do everything they can to overtake, even if it means driving you into the gravel trap.

F1 2002 is bang up to date – featuring all the latest teams and drivers – so you'll get to have a ride in the new Toyota and Renault cars and control new drivers such as Alan McNish and Mark Webber.

The game includes deafening crowd noises, beautiful grid girls, radio messages from your crew, competitive pit stops and realistic weather effects.

A four player mode is also included in the package, making *F1 2002* every racing fan's dream. It's slated for a June release so expect a review soon.



The weather conditions are incredibly realistic, so you may lose control on the wet roads



□ The murky fog effects may look nice but they make it difficult to see where you're going



□ The majestic Ferrari looks just as good in the game as it does in real life. Go, Shumey!



MARIO GOLF AND MARIO TENNIS • GAMECUBE • OUT TBC

Rule the court and roam the green

MARIO SERVES UP A DOUBLE HELPING 'FORE' YOU.

Two of Nintendo's most addictive and enjoyable sports simulations – *Mario Golf* and *Mario Tennis* – are heading for the GameCube at top speed.

Both sporting titles are currently in the capable hands of those ace coders at Camelot. These guys were responsible for *Mario Golf* and *Mario Tennis* on the Nintendo 64, and the sublime Game Boy Advance RPG, *Golden Sun*. With such stunning credentials, you can bet your bottom dollar that Camelot's latest offerings will be very special indeed.

As you can see from the screen shots, Bowser, Donkey Kong, Luigi, Peach and Mario are all getting involved in the action, and you can guarantee that there'll be

loads more Nintendo characters popping up in the two games. Both *Mario Golf* and *Mario Tennis* already look fantastic, demonstrating the full power of Nintendo's new 128-bit powerhouse.

Fans of the Nintendo 64 games will be pleased to hear that these latest editions aren't simply updates of their 64-bit predecessors. Although many of the techniques used in *Mario Golf* and *Mario Tennis* on the N64 will still work, there will be a new set of moves for you to master.

There's no news on a release date just yet – not even in Nintendo's homeland, Japan – but rest assured that we'll bring you bang up to date with the latest details and developments as we get them.

It looks as if you could dip your hand into the screen shot and steal the ball before Mario hits it



We know who we'd put money on in a race to the net, and it's definitely not Bowser



Mario Tennis will feature a huge array of super shots to dazzle the opposition



☐ You can get up close and personal with Donkey Kong's hairy rear end in *Mario Golf*



Mario Golf combines the famous Nintendo look with incredibly realistic physics

ANSWER

Donkey Kong JR.



Mario was the bad guy, but he's been good ever since.

Godzilla's back from the deep

CLASSIC JAPANESE MOVIE MONSTER SMASHING ONTO NINTENDO'S GAMECUBE.

Godzilla, the scaly star of dozens of dodgy Japanese monster movies and rubbish American television cartoons, is coming to Nintendo's GameCube console in *Godzilla: Destroy All Monsters Melee*.

Set for release in the Autumn, *Monsters Melee* is a one-on-one fighting game based on famous Godzilla movies, with 14 of the biggest monsters you'll ever see including Godzilla 2000, Godzilla 1990, King Ghidora and Mothera.

The ferocious battles are extremely violent as each monster has the ability to perform kick, punch and jump combos, as well as some mint special moves which are unique to each creature.

The fearsome fighters can also interact with the environments which range from Monster Island to Tokyo, so watch out for buildings which crumble as you can pick up chunks of concrete and use them to beat up your hapless foes.

But the action isn't just about mashing your monster opponents into the ground. The military also love to get their hands dirty and attack the monster who causes the most damage, so make sure you swat the buzzing army helicopters.



□ Destroy buildings and mash monsters with the rubble. Or you could just plant a foot in their face



NINTENDO GIBBERISH

Nintendo of Europe's head honcho, David Gosen, spells it out. Never refer to the 'Cube as a kids machine in Gosen's presence.

"GameCube will appeal to anyone who enjoys being entertained by interactive gaming, and that is because we believe strongly that gaming is an attitude, not an age."

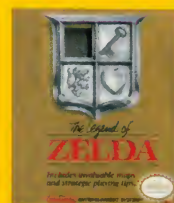


■ R.O.B. is now a collector's item

IN THIS YEAR...

Seventeen years ago, Nintendo released the Nintendo Entertainment System (NES) games console in the United States.

When the NES arrived, the machine came with R.O.B (Robotic Operating Buddy), a peripheral which was created by Game Boy inventor, Gunpei Yokoi. Using a sensor in its head this robot could interact with games when the TV screen flashed in different ways. Today R.O.B is hard to find, so try Internet auction sites such as eBay or Yahoo! Auctions if you're nuts about Nintendo.



■ The NES was a cool console and our favourite game was *The Legend of Zelda*. Behold the gold cartridge!



ANIMAL CROSSING • GAMECUBE • OUT TBC

CONNECTION GAME GETS NEW NAME

GOODBYE ANIMAL FOREST, HELLO ANIMAL CROSSING.

Nintendo claim that it's five times bigger than *The Legend of Zelda: Ocarina of Time* on the N64. And from what we've seen so far, this unique 'communication' title is going to be a GameCube treat.

Now re-named *Animal Crossing* in the US, your adventure runs in real time thanks to the GameCube's internal clock. Different events happen depending on when you play the game, so expect celebrations on New Year's Eve and other major holidays.

The US launch of *Animal Crossing* will coincide with the release of the e-Card Reader. This is because *Animal Crossing* trading cards will also be available, and swiping them through the GBA gizmo will provide you with a password to send to other characters in the game. When this happens you'll be sent one of over 1,000 prizes which are based on classic Nintendo games.

The fun doesn't end there as ten NES titles are also included, from *Donkey Kong* and *Donkey Kong Jr.* to *Tennis* and *Balloon Flight*. Crusty gamers are going to love this...



☐ *Animal Crossing* moves through all four seasons



☐ Many strange characters appear in the game



☐ It runs in real time, thanks to the internal clock

YOUR VOTE



NOM POLL

Last month we asked you...

"HAS THE LACK OF A MARIO LAUNCH TITLE PUT YOU OFF BUYING A GAMECUBE?"



☒ YES, WE NEED HIM

9% VOTES

"I think that the GameCube launch line up is weak without a Mario game. I'm going to wait until *Super Smash Bros. Melee* comes out to get my GameCube."

Theo Fraser

☐ NO, WE DON'T CARE

91% VOTES

"Who cares that Mario isn't making the cut? Judging by the clips from his new game that you've shown us, it's time to put this Nintendo hero out to stud."

Jack Savage

This month we ask you...

"ARE YOU PLEASED THAT THE FINAL FANTASY SERIES IS COMING BACK TO NINTENDO?"

IF YOUR ANSWER IS YES
SEND YOUR E-MAILS TO:
nompoll-one@emap.com

IF YOUR ANSWER IS NO
SEND YOUR E-MAILS TO:
nompoll-two@emap.com

Remember to include any relevant comments

NEXT MONTH



STREET FIGHTER ALPHA 3
● GAME BOY ADVANCE ● OUT SEPTEMBER

HADOUKEN AGAIN

□ Beat 'em up fans are going to get the ultimate martial arts experience later this year when *Street Fighter Alpha 3* comes to Nintendo's Game Boy Advance.

The game is based on the Dreamcast version and includes 38 characters, three of whom are new. Developer Crawford has managed to cram nearly every element of the original *Street Fighter Alpha 3* onto the GBA, with only a few sound effects and the World Tour mode being sacrificed.

New button configurations have also been included to compensate for the fact that the GBA only has four buttons. "At first it may seem difficult," says assistant producer, Dave Murphy, "but after a little practice all the combos and moves can be performed relatively easily."

SFA3 looks great and we can't wait to play the finished game this autumn.



It's got 38 characters, enough to satisfy avid *Street Fighter* fans



Rolento unleashes a brutal special move on Rose

WORMS BLAST ● GAMECUBE ● OUT 31 MAY

YOU CAN'T KEEP A GOOD WORM DOWN

Those loveable and battle-hungry worms are heading to the Nintendo GameCube in a colourful puzzler called *Worms Blast*.

You control a team of worms on board a boat and your only objective is to survive a puzzle onslaught. Above your floating ship are dozens of coloured blocks that must be destroyed by quickly firing the same shades of bricks at them.

It sounds simple, but the challenges are tricky because your boat is constantly bobbing on the tide, making it hard to aim your shots.

There's also a two player game where the action really heats up. In this mode, a barrier between the two players occasionally parts, allowing you to send projectiles hurtling towards your hapless enemy on the other side.

Worms Blast looks a lot like *Puzzle Bobble* but it seems to have enough unique features to make it a fun and fresh proposition. We'll have a full review in next month's magazine.



□ Worms + boats = loads of GameCube puzzling fun

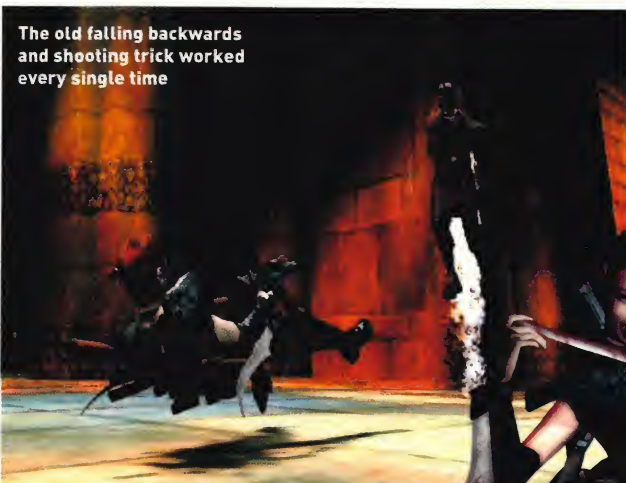


□ The boats in *Worms Blast* look as if they're tooled up with some serious weapons



□ This screen shot is like one of those magic eye pictures. It's actually the developer's name

The old falling backwards and shooting trick worked every single time



BLOODRAYNE ● GAMECUBE ● OUT LATE 2002

Raining blood

□ Putting another stake through Nintendo's 'kiddie' image comes *BloodRayne*, a rip-roaring vampire slasher set in 1930s Germany.

Players take control of the half-human, half-vampire heroine as she attempts to thwart evil Nazis who are hell bent on unleashing a biological monster on the unsuspecting world.

Agent BloodRayne is incredibly strong and she also boasts acrobatic skills, night vision and slow motion perception which allows her to slow time and dodge bullets. BloodRayne requires gallons of human blood to maintain her energy levels, eventually achieving a state of Bloodlust where she becomes invincible. *BloodRayne* should prove a welcome addition to an ever-growing list of adult GameCube titles, so stay tuned to *Nintendo Official Magazine* and we'll bring you more news as we get it.

Your next fight could be any minute now.

Times like this you'll have wished for some martial arts training.

You're waiting, freezing, watching the clock when it dawns.

You're not alone.

Within seconds you're on your feet, poised, terrified, anticipating the attack.

Next minute you're locked in lethal combat.

It's vicious, bloody and brutal.

Just be glad you're playing Tekken Advance.



GAME BOY ADVANCE

鉄拳
TEKKEN ADVANCE™

TAKE THE FIGHT OUTSIDE

POKÉMON ADVANCE • GAME BOY ADVANCE • OUT LATE 2002

FIRST SHOTS OF POKÉMON ADVANCE

MONSTER MASHING AND CREATURE BASHING ARE BACK, THIS TIME ON GB ADVANCE

They're back! Reserve some intensive playing time at the tail end of this year and get ready for a brand new world crawling with 350 Pokémon, including 100 new beasts to hunt, nurture and fight.

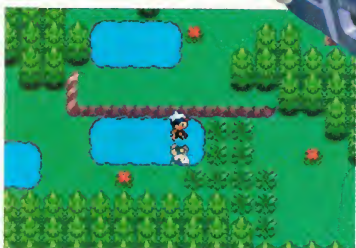
Firm details are in scant supply, but we do know that *Pokémon Advance* will be viewed from the same top-down perspective as previous monster quests. That said, the game features special effects and visual details that the GB

Color could only dream about, with picture perfect reflections in the water, moving shadows and footprints wherever you walk.

There's still no word on whether or not *Pokémon Advance* will interact with the GameCube, or if there will be any changes to the structure of battles when two GBAs are linked. We're off to badger someone for more news...



☐ Check out the reflection



☐ Could this be another Safari Zone or National Park, crawling with Pokémon?



POKÉMON MOVIE 5 • CINEMA RELEASE • OUT 2003

Fifth Pokémon film on the way

PLUS! WHERE TO DOWNLOAD THE MOVIE TRAILER

Master Trainers left gagging for more info on the GB Advance *Pokémon* game should book tickets for the next monster movie – *Guardian Spirits of the Water Capital: Latias and Latios* – because it features some of the new creatures who are set to star in *Pokémon Advance*.

The film is due for release in Japan in July, so expect it to hit our shores sometime next year. The plot is still a closely guarded secret, but we do know that the film stars two new Pokémon

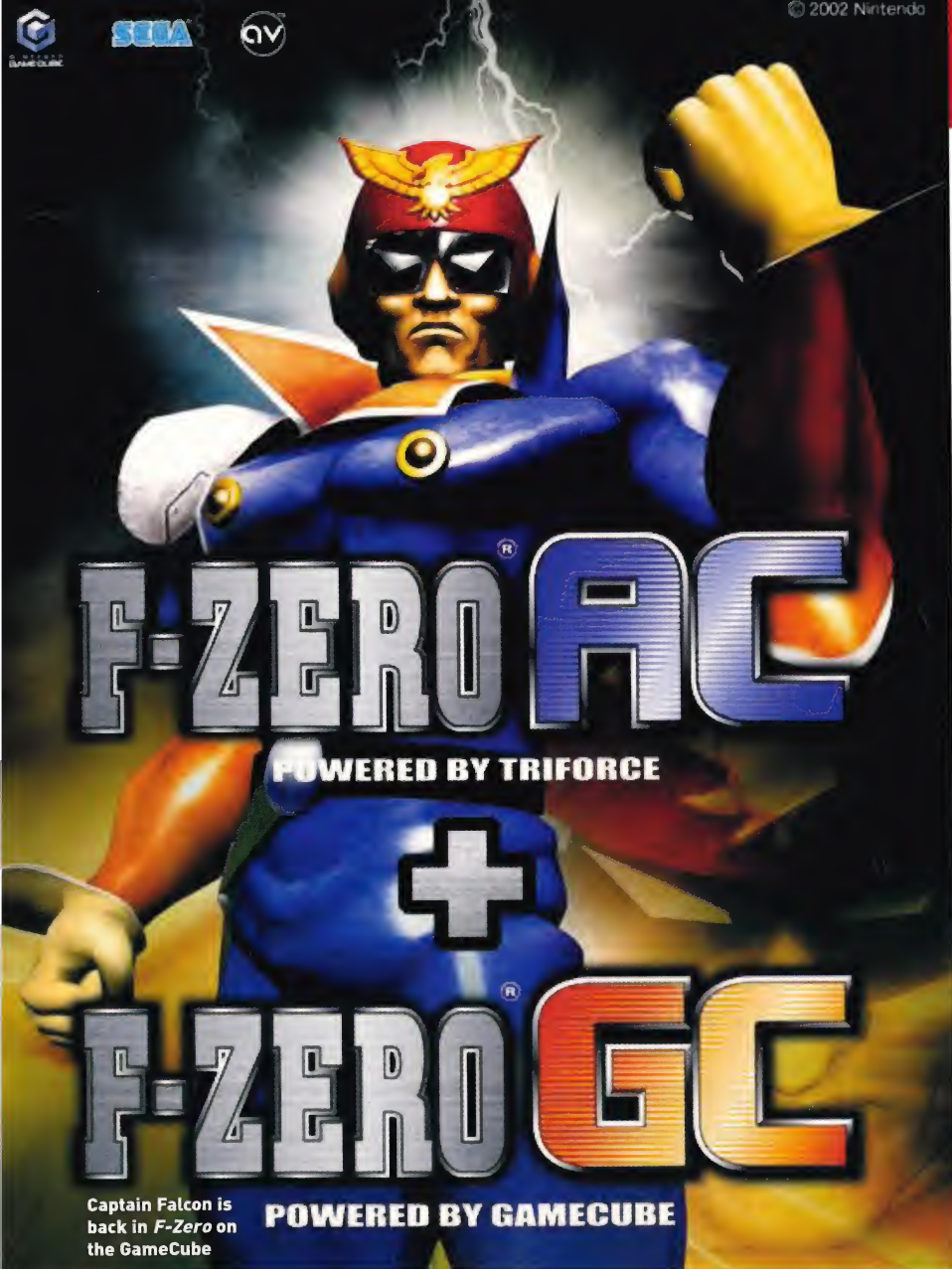
called Latias and Latios, as well as familiar faces such as Ash and Pikachu.

Latias and Latios – a brother and sister Poké pair – are charged with protecting the film's key location; a beautiful, mysterious city built on water which features a maze of canals and alleyways.

For more information, point your browser to www.pokemon2002.jp. It's a Japanese site, but eagle-eyed surfers will find colourful pictures from the film, exclusive wallpaper and the exciting movie trailer. Well, what are you waiting for...?



☐ Ash and Misty are riding again in the fifth Poké film



Captain Falcon is back in F-Zero on the GameCube

POWERED BY GAMECUBE

NEW PARTNERSHIP • ARCADE GAMING • OUT 2002

Nintendo, Sega and Namco on a mission to save the arcade scene

Last month we brought you news on *Triforce*, the arcade graphics board developed by Nintendo, Namco and Sega. Fresh details on *Triforce* are now emerging, with news of an *F-Zero* game which is under development for both the GameCube and *Triforce* arcade machines.

The *Triforce* partnership came about because gamers were showing less interest in arcades and established companies such as Midway were leaving the sector.

The three Japanese heavyweights hope that *Triforce* will make arcade gaming profitable again by streamlining costs and making development faster by using the GameCube's friendly interface. Titles developed on *Triforce* can also be ported easily to Nintendo's GameCube.

The three companies will pool development resources and

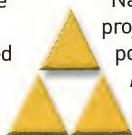
expertise, and their goal is to produce original and inspirational games.

The first *Triforce* project is a Sega-developed *F-Zero* game, produced by the *Super Monkey Ball* team. It remains to be seen how similar the arcade and home editions will be, but imagine using a Memory Card with your GameCube *F-Zero* data to unlock secret ships in the arcade.

But will it stop with *F-Zero*? Will the day come when Namco develops a *Mario Kart* arcade game? The possibilities are endless and the biggest winners are 'Cube owners who'll reap the gaming rewards.

Namco hasn't named the *Triforce* projects it's working on just yet, but one possibility is a brand new *Triforce Ridge Racer* game, or perhaps even *Tekken*.

Now that would definitely be worth 50p for a quick go...



Years of playing games may give you deformed thumbs like this horrible specimen

ARE OUR THUMBS MUTATING?

□ Stop whatever you're doing and look at your thumbs. If you're under 25 your thumbs should be stronger and more dextrous than older people's, according to Dr Sadie Plant, founder of the Cybernetic Culture Research Unit at Warwick University.

Dr Plant's study has shown that we're using our thumbs for jobs our index fingers did in the past, such as pointing, dialling phone numbers, ringing doorbells, flicking light switches... even picking our noses.

Dr Plant also attributes stronger thumbs amongst the under 25s to the fact that they use mobile phones, computers and video games. We think she's on to 'thumbthing'.

WIN TICKETS TO CUBECLUB NIGHT

DANCE AND PLAY GAMES, BUT NOT AT THE SAME TIME



□ Nintendo is hitting the road to promote GameCube, taking its latest machine to some of the UK's hottest nightclubs.

At each event you'll find 50 GameCubes, each showcasing a launch title, along with hotly anticipated games which are due for release later this year.

Games to look out for include *Luigi's Mansion*, *Wave Race Blue Storm*, *Star Wars Rogue Leader: Rogue Squadron II*, *Pikmin* and *Super Smash Bros. Melee*.

All the events are by invitation only, and we've got ten tickets for the London event which is happening on Saturday 27 April. Please note that this event is for over 18s only. To stand a chance of winning a ticket, call 0905 053 1107 and tell us when GameCube is being launched in the UK.



Drink beer, play games, dance





SABRE WOLF • GAME BOY ADVANCE • OUT LATE 2002

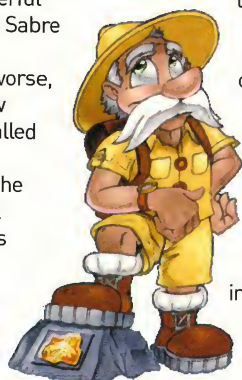
SABRE WOLF

RARE RESURRECTS A GOLDEN OLDIE FROM GAMING HISTORY

If the words Sinclair Spectrum mean anything to you, you'll probably start wiping nostalgic tears from your eyes at the merest mention of Sabreman. This moustached adventurer was a major star of the '80s gaming scene and Rare, Sabreman's creator, is bringing him back in a brand new GB Advance quest. And now we can reveal the story behind this adventure...

Sabreman is jolted out of blissful retirement – we imagine Rare provide excellent pensions – by the news that someone has stolen the eight pieces of a powerful amulet, releasing the Sabre Wolf from its prison.

To make matters worse, the Sabre Wolf is now controlled by a cad called Dr. Doolittle-Goode (geddit?) who forces the blue monster to steal valuables from across the land. Therefore, Sabreman's mission is to recover the valuables and find the amulet pieces.



Because he's knocking on a bit, Sabreman can't complete this mission using only his muscles. Instead, our hero uses the animals he meets and buys along the way to solve puzzles.

These creatures can be used for a variety of purposes, from providing platforms to ramming the game's numerous bad guys. In *Sabre Wolf*, animals are quite literally your best friends.

The game's exploration elements are played from a *Pokémon*-style perspective but, once inside one of Sabre Wolf's lairs, the view changes to

a side-on angle. It's here that the correct choice of animal makes the difference between success and failure, especially as the evil Sabre Wolf will be chasing you all the way home.

Sabre Wolf sounds intriguing and visually it looks impressive. But only a thorough playtest will tell...



□ Is this the wolf of Sabre Wolf fame? Or just a big blue dog?



□ The jungle is home to danger



□ Sabreman's tent is a safe haven where no one can attack him

ULTIMATE FIGHTING CHAMPIONSHIP • GAMECUBE • OUT LATE 2002

ULTIMATE FIGHTING CHAMPIONSHIP

□ *Ultimate Fighting Championship* is a real life pretender to the WWF's crown. It features bloodier and more violent hand-to-hand battles which mix various fighting styles, all staged with little in the way of rules.

The forthcoming GameCube title doesn't stray far from the real sport. When it arrives later this year, *Ultimate Fighting Championship* will offer

players a choice of 28 UFC brawlers – plus the option to create your own – each sporting a distinct style, whether it be Kung Fu, JuJutsu or old fashioned bare knuckle fighting.

Ultimate Fighting Championship is looking like a strong contender for the GameCube brawling crown, and the level of detail on each of the terrifying characters is impressive.



□ No prizes for guessing where that foot is heading for...



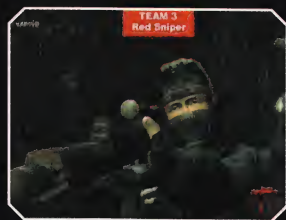
□ Muscles bulge, blood spills and grown men cry. Nice

WHATEVER HAPPENED TO

SAFFIRE

We send out a search party for a game that's lost in space

Back in June 2000 we brought you the first shots of *Saffire*, a game designed for what was then known as the Dolphin. At last we had proof of a proper game for the mysterious successor to the Nintendo 64. This GameCube title looked like a first person shooter in the mould of *TWINE*, and it's fair to say that we were pretty excited. And then nothing, no fresh information, no new shots. Time to investigate...



■ Is it still in development?



■ Will it ever be released?

We contacted the developer who confirmed that the game has been scrapped, due to financial reasons.

JAPANESE GIBBERISH

Square's president, Yoichi Wada, trying his best to annoy the Sony boys. Mission accomplished, we'd say.

"The Nintendo GameCube is more developer-friendly than the PlayStation 2."

CartoonNetwork.co.uk

**CARTOON
NETWORK**

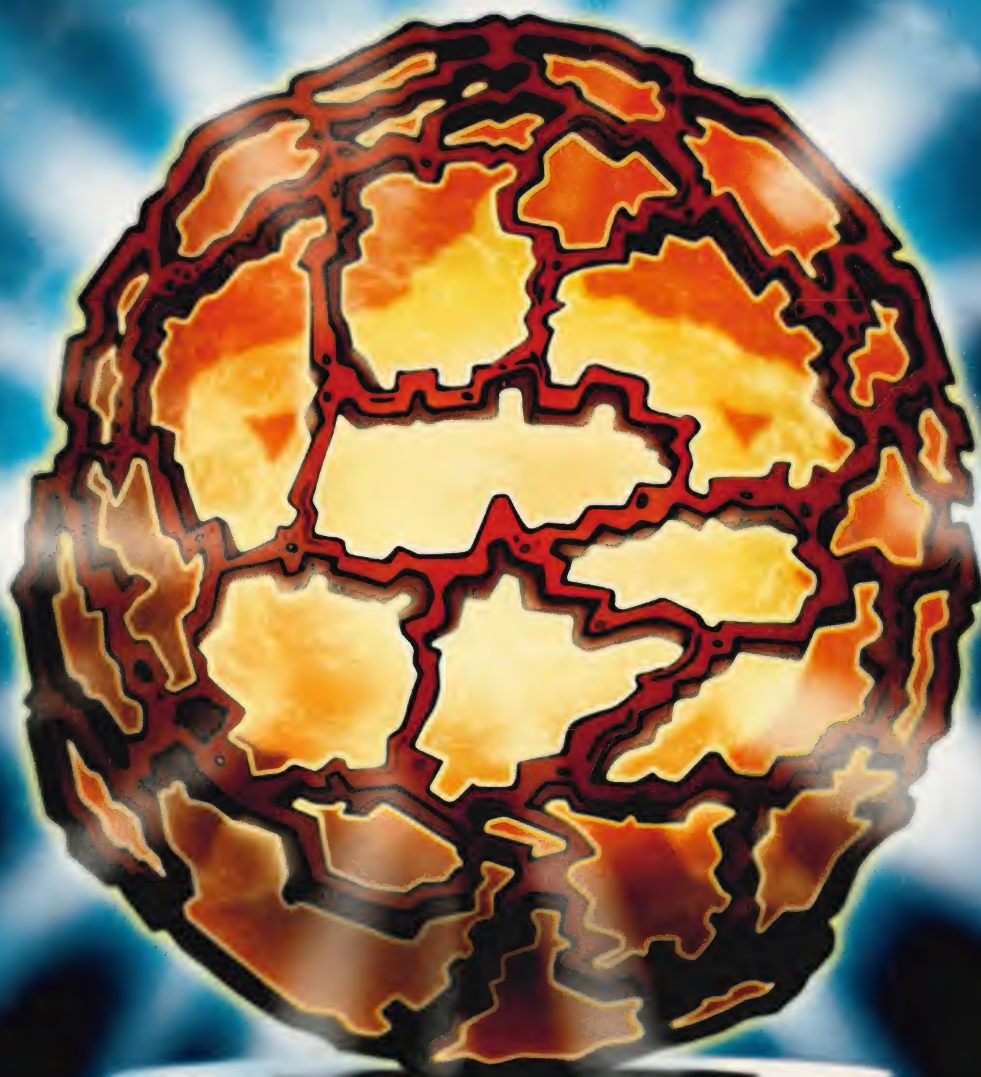
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NETWORK**



Nintendo

FOOT IN THE DOOR

Each month we'll be taking a look at a job in the video games industry to find out what it involves and how you can get in on the action.



Name: Jake Noakes
Job: Front End/Concept artist, BAM! Entertainment Studios Europe

Q: What does your job involve?

A: Quite a lot of concept work, coming up with a look for our characters and their vehicles. I am also the front-end artist and the in-house layout artist for the packaging.

Q: What qualifications did you need to get your current job?

A: I was required to have a strong portfolio of work. A variety of styles and techniques are also very important.

Q: What skills should people concentrate on if they want to get into the industry?

A: There are different kinds of video game artists; concept artists, animators, texture artists and modellers. I think it is essential to know something about all these different disciplines, especially when in a team.

Q: Do you need to be able to draw?

A: I think this is the most important skill required. I would strongly recommend drawing life if you want to get into the job.

Q: What's the best and worst part of your job as a Bam! Entertainment artist?

A: My job grants me a lot of freedom to express myself visually. Another perk of my job is being aware of all things creative, whether it be art, film, music, fashion, books, advertising or the natural world. The worst aspect is the tight deadlines!

For more information, check out:

■ Ravensbourne College of Design and Communication
<http://www.rave.ac.uk>
TEL: 020 8289 4900

■ Central Saint Martin's College of Art and Design
<http://www.csm.linst.ac.uk>
TEL: 020 7514 7256

RUNE/LOST KINGDOMS • GAMECUBE • OUT JUNE 2002

RUNE GETS A NAME CHANGE AND A UK RELEASE

□ The card-based RPG known as *Rune* in Japan is set for a UK GameCube release under the new title of *Lost Kingdoms*.

The game follows the story of Princess Katia Gerber, ruler of the Kingdom of Orange. A mysterious force is sweeping through her kingdom and the only way to stop it is to find magical cards with the power to drive away evil spirits.

The cards contain the power to summon magical protectors, heal fallen comrades and fight monsters, and you'll need to find them all if you want to banish the powers of darkness. Players must also use these cards to boost their experience points.

Lost Kingdoms looks like it will provide gamers with a totally unique experience and a distinctively dark graphical style. We'll bring you more news as we get it.



□ Expect some monumental battles as you hunt through the kingdoms for the cards



□ There are some fearsome opponents to face as you journey through the game

ZOO CUBE • GAMECUBE/GAME BOY ADVANCE • OUT TBC

Do you do ZooCube?

□ Get your thinking caps on because there's a new puzzler coming to GameCube and Game Boy Advance in the form of *ZooCube*, the latest offering from Acclaim that promises to twist your grey matter into knots when it's released.

Across the world, animals have been transformed into strange forms by a number of shape-shifting science experiments. The only way to change the animals back to their natural state is to pass them through the ZooCube and return the beasts to their flying ark.

The levels are randomly generated, so you'll never play the same one twice and there are seven different modes to play. Two player Co-operative games or a head-to-head match up also offer some multiplayer puzzle fun.

It's about time the puzzle genre got a shake up and so we'll be waiting with baited breath for *ZooCube* to arrive.



□ *ZooCube* looks like a tricky game. We've got high hopes that it will become a puzzle classic



□ The GBA version uses the same idea as the GameCube game, but on a smaller scale



There just aren't enough angry lion heads in video games

Ringtones

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Nintendo PRIZE



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Hottest Tones

Unchained Melody - Gareth Gates	111684
Julie - Shaggy & Ali G	111686
Evergreen - Will Young	111689
Freeek - George Michael	111683
It's In Your Eyes - Kylie Minogue	111639
Something - Lasco	111682
Oi - More Fire Crew	111692
Anything Is Possible - Will Young	111668
I Will Always Love You - Rik Waller	111685
Time After Time - Distant Soundz	111686
Get Out - Felon	111687
Motivation - Sum 41	111689
Aint It Funny (Remix) - J Lo	111690
Love Foolosophy Jamiroquai	111691
A World Of Our Own - Westlife	111694
Fly By - Blue	111664
Break Ya Neck - Busta Rhymes	111670
How You Remind Me - Nickelback	111671
Shoulda Woulda Coulda - Beverly Knight	111672
Something Stupid - Robbie Williams	111556
Gotta Get Through - Daniel Bedingfield	111545
Because I Got - High Afroman	111454
Hey Baby (Uhh, Ahh) - DJ Otzi	111446
Insatiable - Darren Hayes	111665
Ride Wit Us - So Solid Crew	111667
Different Point Of View - DB Boulevard	111662
True Love Never Dies - Flip And Fill	111655
Whenever Wherever - Shakira	111661
Addicted To Bass - Puretone	111636
Always on Time - Ja Rule	111644
What About Us? - Brandy	111656
Ever So Lonely - Jakatta	111657
To Get Down - Timmo Maas	111658
Moi, Lolita - Alizee	111660
A Mind Of Its Own - Victoria Beckham	111663
Crazy Rap - Afroman	111631
Blow Your Whistle - DJ Alligator	111567
Country Road - Hermes House Band	111571
Can't Get You Out Of My Head - Kylie	111388
More Than A Woman - Aaliyah	111626
Hero - Enrique Iglesias	111642
Caught In The Middle - A1	111643
Get The Party Started - Pink	111640
Bad Intentions - Dr Dre	111620
At The Movies - Alien Ant Farm	111646

Chart Hits

Murder On The - Sophie Ellis Bextor	111594
Lovely - Bubba Sparxxx	111647
Caramel - City High feat Eve	111648
B With Me - Mis-teeq	111649
Hey Baby - No Doubt	111650
Do Wah Diddy - DJ Otzi	111564
Bad Babysitter - Princess Superstar	111651
I Think I Love You - Kaci	111653
Am to Pm - Christina Milian	111635
Haterz - So Solid Crew	111574
You - S Club 7	111652
Its Love - GoldTrix	111637
Girls Girls Girls - Jay Z	111634
On The Radio - Nelly Furtado	111627
Diddy - P Diddy	111629
Overprotected - Britney Spears	111630
Points Of Authority - Linkin Park	111621
Will I - Ian Van Dahl	111547
U Can't Change Me - Roger Sanchez	111573
Catch - Koshene	111598
Handbags & Gladrags - Stereophonics	111599
Lately - Samantha Mumba	111619
Words Are Not Enough - Steps	111600
They Don't Know - So Solid Crew	111519
Crying At The Discotheque - Alcazar	111586
Got You - Pharaoh Monche	111587
Smooth Criminal - Alien Ant Farm	111377
Who Do U Love - Riva/Danni Minogue	111554
Have You Ever - S Club 7	111543
You Are - Atomic Kitten	111542
Resurrection - PPK	111550
Rapture - Iio	111491
Fight Music - D12	111504
Your Head At? - Basement Jaxx	111503
One Night Stand - Mis-teeq	111498
Angel - Shaggy	111414
Its Raining Men - Geri	111117
It Wasn't Me - Shaggy	111118
Play - J-Lo	111122
Lady Marmalade - Christina Aguilera	111123
Pure Shores - All Saints	111156
Rock DJ - Robbie Williams	111160
American Pie - Madonna	111163
Under The Bridge - All Saints	111175
When You Say - Ronan Keating	111177
Whole Again - Atomic Kitten	111183
Teenage Dirtbag - Wheatus	111186
Electric Avenue - Eddie Grant	111187

Themes

Mission Impossible	111121
Only Fools And Horses	111369
Harry Potter	111548
Teletubbies	111688
Sex And The City	111673
Winnie The Pooh	111613
The A Team	111115
James Bond	111119
Spiderman	111645
The Good, The Bad & The Ugly	111181
Muppets	111134
Benny Hill	111139
Rocky	111141
Scooby Doo	111142
633 Squadron	111608
Blackadder	111609
Formula One	111610
Red Dwarf	111611
Fawlty Towers	111448
Ghostbusters	111455
Captain Scarlett	111605
Monty Python	111496
Rainbow Theme	111562
Axel F Beverly Hills Cop	111601
The Terminator	111602
Batman	111606
Pinky And The Brain	111607
Battlestar Galactica	111464
Hawaii 5-0	111604
Blind Date	111482
Indiana Jones	111466
Star Wars - Cantina Theme	111124
Star Wars - Main Theme	111125
The Flintstones	111465
Superman	111143
Match of the Day	111126
Knight Rider	111127

More Classic

Bohemian Rhapsody - Queen	111289
Brown Eyed Girl - Van Morrison	111327
Come on Eileen - Dexys	111112
Take on me - A-HA	111130
Love Will Tear Us - Joy Division	111154
All that She Wants - Ace of Base	111155
Summer Lovin - Grease	111159
I Feel like a Woman - Shania Twain	111120
Barbie Girl - Aqua	111157
Back for Good - Take That	111172
Torn - Natalie Imbruglia	111203
Two Become One - Spice Girls	111204
Tears In Heaven - Eric Clapton	111207
TubThumper - Chumbawamba	111209
Say What you Want - Texas	111247
Bitter Sweet Symphony - The Verve	111292
Enter Sandman - Metallica	111371
Wonderwall - Oasis	111372
Candle In The Wind - Elton John	111425
Come As You Are - Nirvana	111474
Love Shack - B 52's	111475
Larger Than Life - Backstreet Boys	111476
Head Like A Hole - Nine Inch Nails	111483
White Wedding - Billy Idol	111167
We are the Champions - Queen	111171
There She Goes - The La's	111178
Its Not Unusual - Tom Jones	111179
I Will Survive - Gloria Gaynor	111382
Mamma Mia - ABBA	111395
Money Money Money - ABBA	111396
Gimme Gimme Gimme - ABBA	111413

Classic

Hard Days Night - Beatles	111260
Let It Be - Beatles	111261
Yesterday - Beatles	111262
Love Me Tender - Elvis Presley	111266
Voodoo Chile - Jimi Hendrix	111305
Dancing Queen - ABBA	111111
Im Not In Love - 10CC	111193
Stairway to Heaven - Led Zeppelin	111264

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 141295	 141297	 141286	 141064	 141164	 141070	 141090
 141283	 141270	 141142	 141065	 141245	 141244	 141242
 141190	 141294	 141050	 141073	 141235	 141234	 141098
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Logos

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 131618	 131615	 131482	 131580	 131200	 131107	 131116
 131483	 131141	 131111	 131582	 131563	 131626	 131590
 131612	 131581	 131561	 131528	 131579	 131545	 131537
 131588	 131589	 131578	 131223	 131616	 131240	

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Calls cost £3. Ask permission from the bill-payer. Mobile charges vary.

Most services require a tone phone. INSTANT WIN competitions have questions and a game to decide if you are a winner. Tiebreaker competitions end on 31 May 2002, and involve multiple choice questions and a tiebreaker to decide the winner. (unless otherwise indicated), after which they may be replaced by a similar service. Actual designs may vary. Fanz may use data to make offers to you. If you DO NOT wish this write or visit website. For rules or winners' names, see our web site or send a SAE. If you win an INSTANT prize visit www.fanz.co.uk OR send your claim to: www.fanz.co.uk, PO Box 100, London, E1 1AD. Tel: 0204 373 0404. Fax: 0204 373 0411. Email: fan@fanz.co.uk. Fanz is a trading name of InfoAdvent Communications Limited.

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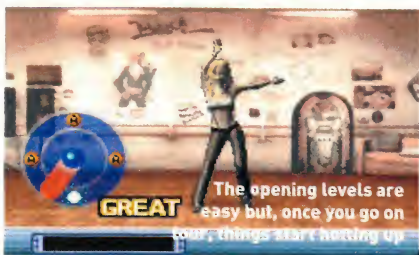
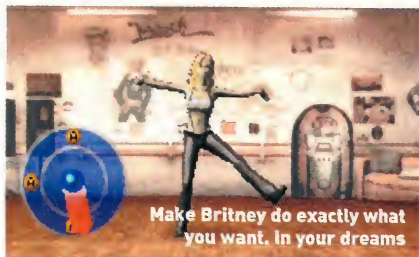
BRITNEY'S DANCE BEAT • GB ADVANCE • OUT MAY 2002

Britney dances on to GBA

Are you ready to hold the princess of pop – Britney Spears – in the palm of your hand? Then keep an eye out for *Britney's Dance Beat*, coming soon to GBA.

The story goes that Britney is looking for new dancers to take on a world tour and she's asked you to audition. You have to watch the dial in the bottom left-hand corner of the screen and press the correct buttons in time with the music as Britney jigs about in a variety of tantalisingly skimpy costumes.

Songs include *Slave 4 U* and *Baby... One More Time* and there are practice, concert and multiplayer modes to try, along with a photo album which you can fill by giving dazzling performances. We'll be getting closer to Britney next month for a full review.



STAR X • GAME BOY ADVANCE • OUT APRIL 2002

3D SPACE SHOOTER TO REVOLUTIONISE GB ADVANCE

STAR X SHOWS JUST HOW FAR THE GBA CAN GO

Whoever said that the GB Advance couldn't handle 3D games was a blatant liar, as Bam! Software's *Star X* proves.

Although it's not true 3D, *Star X* does a damn fine job of convincing you otherwise.

Players control an advanced fighter plane as they try to escort a group of ambassadors from their homeland to meet a delegation from a newly discovered race.

However, you'll soon discover that your new found friends are actually vicious, extra terrestrial scum who are planning to capture and enslave the people of Earth.

There are 23 levels in *Star X*, set across nine different locations. There are also five separate multiplayer games and a four player, one cart link up to try. Look out for a review in next month's *NOM*.

WOLFENSTEIN 3D • GB ADVANCE • OUT MAY 2002

FIND BIG GUNS, BLOW UP NAZIS, GO HOME

WOLFENSTEIN 3D IS READY TO ROCK ON THE GAME BOY ADVANCE

Wolfenstein 3D was the original first person shooter and it's coming to the Game Boy Advance. In this adventure you play William B.J. Blazkowicz, an American secret agent who's sent behind enemy lines during World War II.

Your mission is to escape from your prison cell, infiltrate the fearsome Wolfenstein fortress and steal the plans for Operation Eisenfaust; the Nazi design to create a perfect army.

With 60 levels and a wide variety of baddies to blast, you could be Nazi bashing for months to come. The game is set for an imminent release and we'll have a full review next month.



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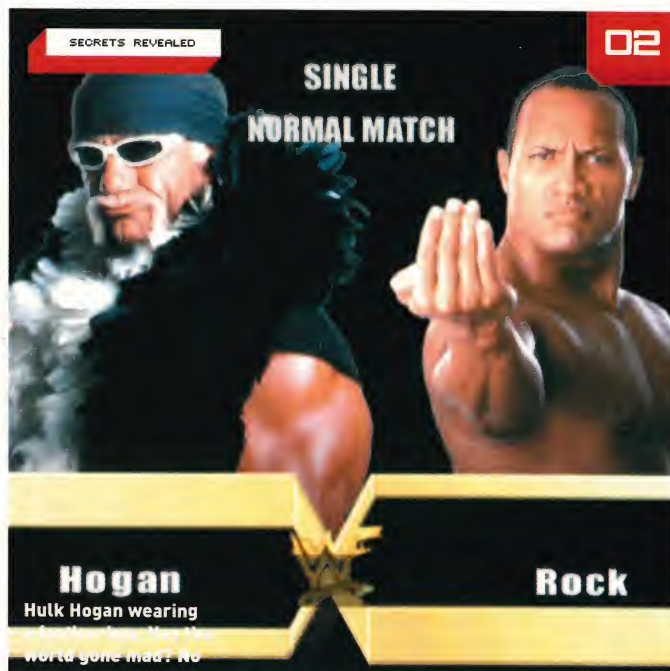
10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

YOU SAW IT HERE FIRST – A CUTTING EDGE
SELECTION OF THE FINEST NEXT GENERATION
GAMECUBE AND GAME BOY ADVANCE GAMES



01

Is this the first
shot of *F-Zero*
on GameCube?



SECRETS REVEALED

SINGLE
NORMAL MATCH

02

Hogan

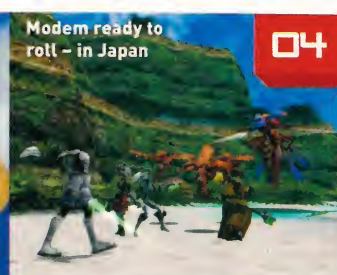
Hulk Hogan wearing
his signature mask. How the
world gone mad? No

Rock



03

Is *Dragonball Z* the
next *Pokemon*?



04

Modem ready to
roll – in Japan



OUT: 2003

01. F-ZERO

We can reveal that two *F-Zero* games are in development, one for the Triforce arcade system and one for Nintendo's GameCube.

The arcade version is being made by a Sega developer – Amusement Vision, creator of the *Virtua Striker* series – while the GameCube edition is thought to be under development in one of Nintendo's secret studios.

There will be interaction between the home and arcade versions of *F-Zero* using Memory Cards.



OUT: JULY 2002

03. DRAGONBALL Z

We can now reveal the plot of the hotly-tipped *Dragonball Z* RPG. The game centres on Goku's quest to rescue his son, Gohan, from the evil Saiyan Raditz.

Goku is contacted by his sworn enemy Piccolo, who offers to help find the kidnapped Gohan.

Intriguing stuff, and the perfect premise for an epic quest. Don't forget, the brand new series of *Dragonball Z* debuts on Cartoon Network on 13 May at 5pm, along with *Gundam Wing*.



OUT: SEPTEMBER 2002

02. WWF X8

Squared circle pugilists only have to wait until autumn to get their hands on *WWF Wrestlemania X8*. But in the meantime we've got some tasty snippets of game information for you.

Did you know that *WWF Wrestlemania X8* is being developed by the same team responsible for the *Smackdown!* series, rather than the *No Mercy* crew? Or that the game will feature wrestlers from the NWO such as Kevin Nash, Hulk Hogan and Scott Hall? Now you do.



OUT: SUMMER 2002

04. PHANTASY STAR ONLINE

Up until a month ago, it was feared that *Phantasy Star Online* would launch in Japan without online capabilities. However, it seems that the modem will now go on sale at the same time as the game in late May.

Japanese gamers will be able to buy the game and modem for around £50 and a trial version will also be available for free, allowing people to try before they buy. Hopefully this will be the case when the game hits our shores this summer.



OUT: 2003

05. KILLER INSTINCT

At the time of its release, *Killer Instinct Gold* was one of the best fighters on the Nintendo 64.

Ever since then, unfounded rumours of a new *Killer Instinct* brawler have refused to go away. Recent whispers on the Internet suggest that a new *KI* beat 'em up is in the offing, and that the game will be shown at this year's E3 video games show in America.

Knowing Rare – the coders behind *Killer Instinct* – anything's possible. But we reckon this gaming rumour is probably true.



OUT: AUGUST 2002

07. TUROK EVOLUTION

Going back to the series' dinosaur fragging roots, *Turok Evolution* looks like a welcome return to form. We're expecting big things from this violent blaster when it comes out later in the year.

As you'd expect the game features some mighty weapons, including the Swarm Bore; an updated and more powerful version of the Cerebral Bore from previous *Turok* games. Other features include 32 different types of dino and the ability to ride a flying beast.



OUT: 2003

06. VIRTUA FIGHTER QUEST

At Sega's recent GameJam conference in Japan, *Virtua Fighter Quest* was announced for GameCube.

Produced to celebrate the tenth anniversary of *Virtua Fighter*'s arcade debut, the Sega-developed game will be an action adventure, rather than an out-and-out beat 'em up like previous *Virtua Fighter* games.

Virtua Fighter Quest isn't due for release until next year, but we can reveal that every character seen in a *Virtua Fighter* game will be included in this promising new adventure.



OUT: NOVEMBER 2002

08. SOUL CALIBUR II

Without a doubt, Namco's *Soul Calibur II* will be the beat 'em up every GameCube player must own.

Our confidence in *Soul Calibur II* is bolstered by the fact that a 50-strong team has been working on the game for nearly a year and a half, many of whom worked on the original Dreamcast classic.

Roughly a third of the characters in *Soul Calibur II* will be completely new, and many of the existing fighters will have unique moves and new ways of using weapons.

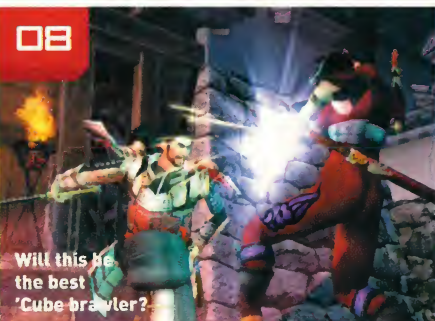


Let's hope there are some fisticuffs in *Virtua Fighter Quest*

06



This gun also doubles as a sniper rifle

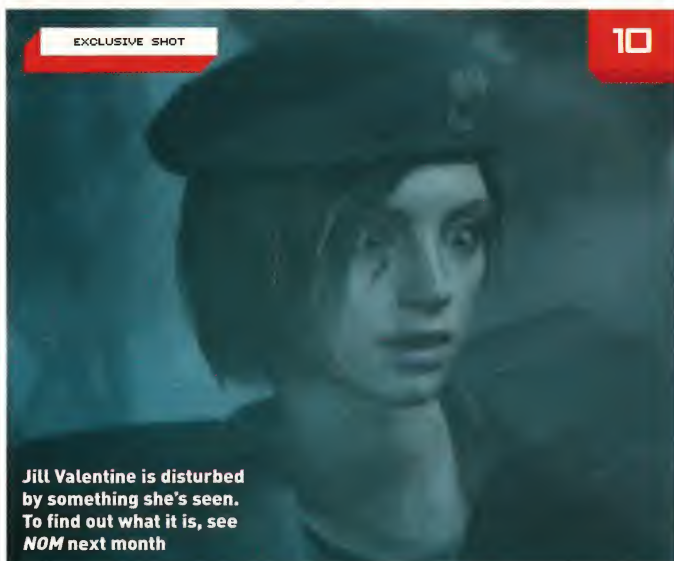


Will this be the best 'Cube brawler?



Nintendo are back on the case with 1080° 2

09



Jill Valentine is disturbed by something she's seen. To find out what it is, see *NOM* next month



OUT: SPRING 2003

09. 1080° 2

Leftfield Studios, a Nintendo second party developer, had originally begun work on *1080° 2*. However, after Nintendo severed its ties with Leftfield, many thought that this promising 'board game would disappear forever.

But now we've got some better news. Our Nintendo spies tell us that the game is back in development, this time at the hands of a Nintendo internal production team in Japan. Phew.

Apparently the game has been started again from scratch and sources claim that *1080° 2* will be out in Japan this Christmas.



OUT: SEPTEMBER 2002

10. RESIDENT EVIL

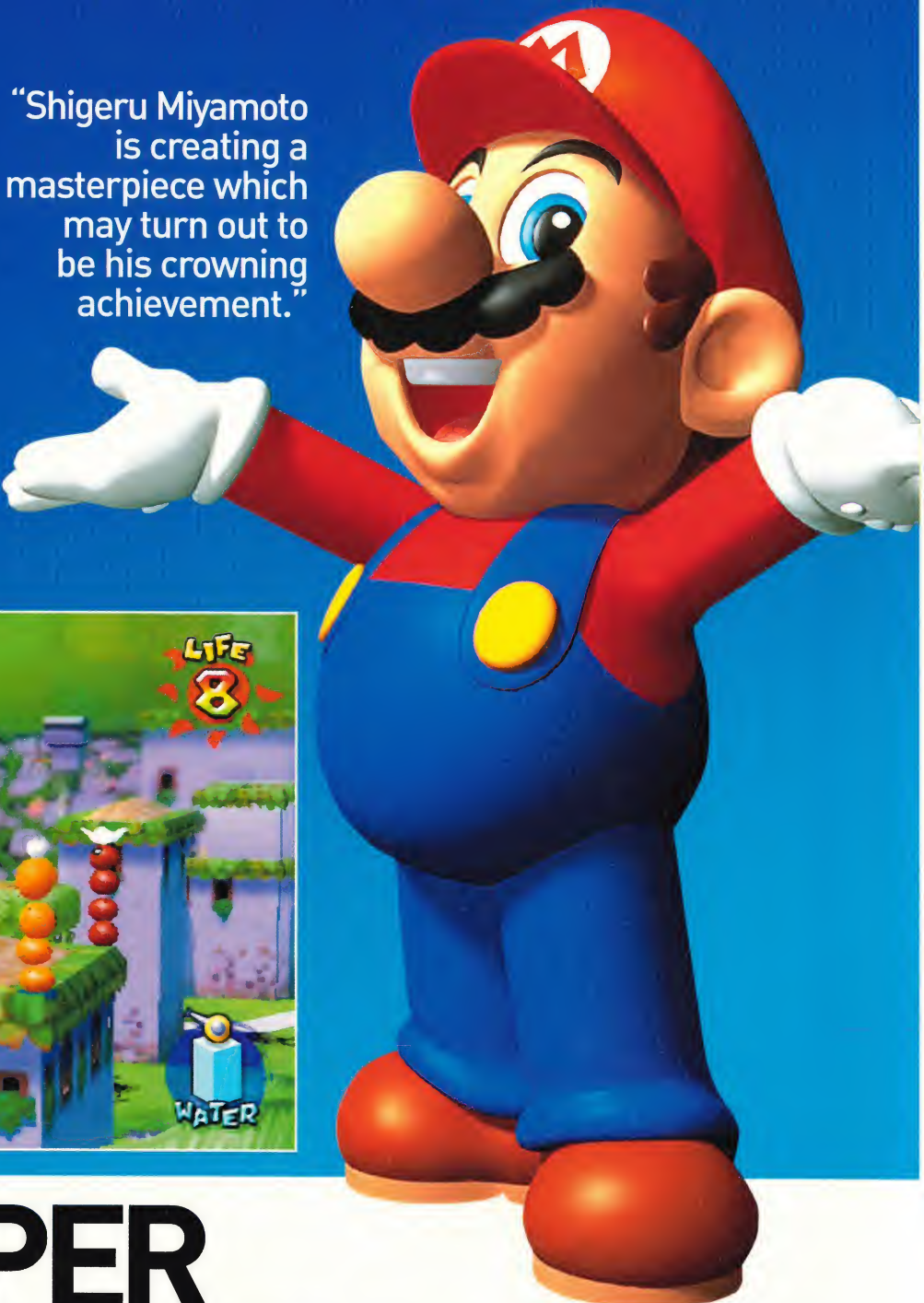
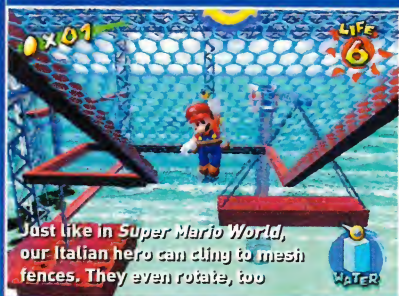
If you want to know what the first two hours of *Resident Evil* gameplay are like, there's one place to be on 10 May. And that's snuggled up with a copy of *Nintendo Official Magazine*.

Next month we'll be bringing you an exclusive play of the English language version – a first for a UK magazine. But in the meantime we can confirm that the outstanding opening movie is all FMV and not a real life movie sequence like in the PlayStation version of the game.

On another note, the *Resident Evil* movie is released in the UK on 14 June. If you want some thrills and chills, get down to your local cinema.

THE BIG SCOOP

"Shigeru Miyamoto is creating a masterpiece which may turn out to be his crowning achievement."



SUPER MARIO SUNSHINE

SUPER MARIO 64 WAS THE BENCH MARK FOR 3D GAMING. NOW OUR HERO'S GOING NEXT GENERATION IN *SUPER MARIO SUNSHINE*.



NINTENDO GAMECUBE

<http://www.nintendo.com/games>

Shigeru Miyamoto has been slaving over *Super Mario Sunshine* for the last five years, ever since the launch of Mario's N64 platformer. Currently details are sketchy on the next appearance of Nintendo's ber mascot, but we do know that the game will be released in the UK this year.

Release:
Late 2002

Developer:
Nintendo

Game Genre:
Action adventure

There are few heroes in the world of video games who are as respected as Mario. And to maintain his status as king of the platforming castle, Shigeru Miyamoto has been hard at work creating another masterpiece which may turn out to be his crowning achievement.

Since *Super Mario Sunshine's* first appearance at Nintendo's Space World show last year, rumour and speculation about the game have been rife. Now at last we can provide you with exclusive info straight from Nintendo, plus shots that only *NOM* readers are privileged enough to see.

So what can you expect when *Super Mario Sunshine* arrives at the end of the year?

Well, as announced in issue 109, Mario carries a water cannon which is strapped to his back. Using this contraption our hero embarks on a messy mission to clean up Dolphin Island and clear his name. Shigeru Miyamoto has said that Mario will use other special backpacks to complete certain tasks.

Nintendo has delved deep into its illustrious past to bring you magical moments and classic characters from its most popular games. A green Toad, Yoshi, Piranha Plants and the rotating mesh fences from *Super Mario World* all make guest appearances, all dripping with that delicious next generation GameCube goodness we've come to expect.



Mario will have to talk to the locals to gather clues



The graphics in *Super Mario Sunshine* are incredible



This level, set in a colourful town, is just the start of the game



The Piranha Plants are back, only this time the pesky plants aren't dozing

- The colourful 3D world which Mario explores is astonishing. The vivid terrain rolls, quakes and stretches as far as the eye can see, and the most amazing thing is that the locations shown so far are all taken from a single level in the game. Loads more unique worlds will feature in the finished adventure.

There's no escaping the fact that *Super Mario Sunshine* looks like a souped up version of *Super Mario 64*. But with Shigeru Miyamoto at the helm you can be sure that these shots are just the tip of the iceberg and that there are plenty more surprises in store. After all, there's never been a bad adventure starring the Italian stallion. **Tim Street** NIN



□ Clean up the murky blue ink



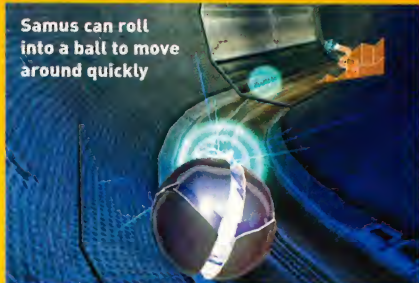
□ Flip the mesh fence to continue



□ The bosses look incredible

THE BIG SCOOP

Samus can roll into a ball to move around quickly



Certain sections will be played in a third person view



The worlds in *Metroid Prime* are incredibly detailed



METROID PRIME

LONG BEFORE *PERFECT DARK* GAVE US JOANNA, THE TRUE SPIRIT OF GIRL POWER WAS EMBODIED IN SPACE HUNTER SAMUS ARAN. NOW SHE'S BACK IN *METROID PRIME*.

<http://www.nintendo.com/games>

Picking up where the Super NES *Metroid* adventure left off, *Metroid Prime* will see you taking control of Samus Aran as she explores an alien world. *Metroid Prime* also marks the return of Samus' favourite weapons, but there will be one big difference when Ms. Aran lands on the GameCube...

Release:
TBC

Developer
Nintendo

Game Genre
Shoot 'em up



NINTENDO
GAMECUBE

She may have failed to get her own N64 adventure, but the queen of bounty hunters – Samus Aran – is returning to the world of Nintendo for some next generation bullets and battles.

Although Samus had a cameo role in *Super Smash Bros.* (and is set to star in *Melee* on the GameCube), the universe's toughest space warrior is back where she

belongs in the starring role of the next gun totin' quest in the *Metroid* series.

For those of you new to the world of *Metroid*, Samus Aran is a super-skilled bounty hunter who wears a protective power suit when hunting down her enemies. However, Samus' history is shrouded in mystery; some say she was born on Earth, while others believe that she's the only surviving member of the fabled Bird Man race.

But whoever Samus is and wherever she came from, we've managed to bag some new shots from her latest blasting adventure, *Metroid Prime*. It's been a while since the



Samus has futuristic weapons which would make Schwarzenegger weep



If you want to emerge victorious, each massive monster must be tackled in a completely different way



■ Samus looks mean as hell



■ The locations are amazing



■ There are obvious references to the movie *Aliens* in *Metroid*



■ The on-screen targeting information will help you stay alive

► game was unveiled at Space World 2000, but we can now reveal some exciting gameplay details that have been locked away in Nintendo's impenetrable HQ.

The story sees Samus back in the firing line, picking up where the classic Super NES adventure left off. After following orders from the Supreme Committee of the galaxy and demolishing the Metroid fortress on planet Zebes, it was believed that Samus had destroyed the alien threat. However, fragments of Zebes were scattered across the cosmos and, when a meteor crash landed on the world of Taron, a hibernating Metroid hidden inside the planetary fragment was set free.

From these exclusive screen shots you'll notice that the main difference in this latest *Metroid* title is that the game is played in a first person view, much like *Goldeneye 007* and *Perfect Dark*.



■ The monsters move quickly, so be quick on the trigger



■ Certain beasts must be attacked with special weapons

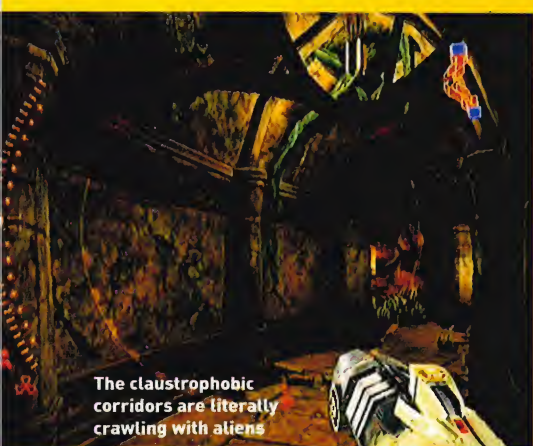
"Metroid Prime is looking very tasty indeed, and it's great to see a classic Nintendo character returning on the GameCube."



Swarms of aliens will taunt you at every turn, so just blow them away



Explosive charges can be used to kill multiple enemies



The claustrophobic corridors are literally crawling with aliens

uncover classified information about the numerous enemies you'll meet on Taron.

We've also heard that selecting weapons and other items is extremely easy when using the GameCube controller, so you'll have no problems finding the blaster you need in the heat of battle. Samus will even be able to shoot a Grappling Beam at certain objects so that she can swing from platform to platform and avoid perilous drops.

Aside from her weapons and gadgets, Samus has an exceptional move which allows her to encase herself in a rolling metal ball to move quickly from one place to the next. Not only does this protect Samus from enemy fire but, as soon as she pops out of the ball, she stands up with a loaded gun, allowing you to open fire immediately on hapless enemies.

Judging by the screen shots, *Metroid Prime* will also test Nintendo aficionados with some of the hardest monsters ever seen in a video game, forcing players to make the most of Samus' enviable arsenal.

Metroid Prime is looking very tasty indeed, and it's great to see a classic character returning on the GameCube. Stay tuned to *NOM* for further updates over the coming months. **Tim Street** NOM



Samus' Grappling Beam allows her to swing between perilous platforms during her adventure



You'll get lots of useful information to help you stay one step ahead of the marauding *Metroid* aliens

► Despite this development many gameplay elements remain the same, so fans of previous *Metroid* adventures will feel right at home. Samus still wears her special helmet, and so you'll be able to use her Visor System to unlock game secrets, solve puzzles and

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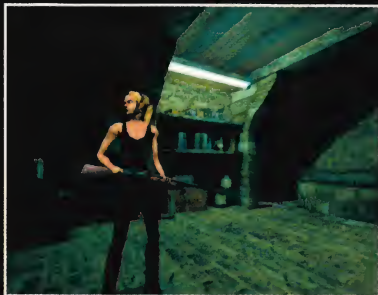


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OFFICIAL COLLECTOR'S MAGAZINE

INCLUDES EVERYTHING YOU NEED TO KNOW ABOUT MUMMY AND MUMMY RETURNS

THE BIG SCOOP



■ Horrific monsters are lurking everywhere



■ Take the evil creatures out to stay sane

ETERNAL DARKNESS SANITY'S REQUIEM

<http://www.nintendo.com/games>

Travel through the ages, from the Roman Empire to modern day, as you attempt to stop a malevolent race called the Ancients from taking over the world. Can you end the horror and stay sane enough to survive?

Release:
Mid 2002

Developer
Nintendo

Game Genre
Action adventure



NINTENDO
GAMECUBE

FORGET THE CARTOON GHOSTS IN *LUIGI'S MANSION* BECAUSE GAMECUBE'S GOING ADULT IN A SURVIVAL HORROR THAT COULD BEAT *RESIDENT EVIL*.

You take aim with your shotgun and target the moaning zombie that's just inches from your face. What will you shoot first – its mutilated head, skinless torso or a bloody arm? Take any action necessary to defeat the undead monster because, if it gets too close, you'll

go mad and start to hallucinate. And if that happens you won't be able to tell the difference between reality and nightmarish illusions of the mind. Then things will start to go horribly wrong.

Welcome to *Eternal Darkness: Sanity's Requiem*, a survival horror from Silicon

Knights that gives you the chance to take control of 12 different heroes and play an epic adventure which spans 2,000 years.

Originally planned for release during the twilight days of the Nintendo 64, *Eternal Darkness* has been redeveloped from scratch for the GameCube and the atmospheric levels and gory action are testament to how much the coders have pushed Nintendo's new machine.

The story centres on a species called the Ancients who ruled Earth long before mankind arrived. As time progressed the Ancients became isolated from humanity, plotting for the time when secret societies would make it possible for their return.

Now the human race has moved into a new millennia and the Ancients are set to return.

The Ancients mystery has been handed down through generations of the Roybas



■ Say hello to Alex, Nintendo's latest heroine

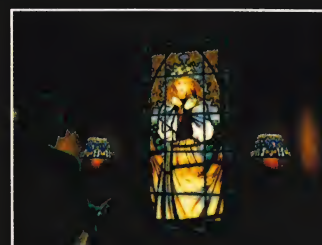
LOG ON

IN BRIEF

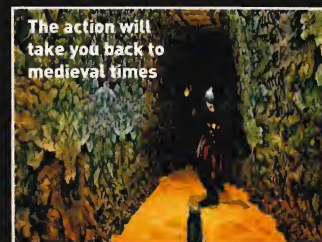
DETAILS



Some of the locations look like a loving homage to *Resident Evil*



■ Even the locations are frightening



The action will take you back to medieval times

family, and it's up to them to stop these evil beings before they take over the world.

The story begins with the heroine, Alex Roybas, going to collect her dead grandfather's belongings from his mansion. Among his possessions is a dusty book which charts mankind's battle with the Ancients and introduces the game's various characters and plot lines.

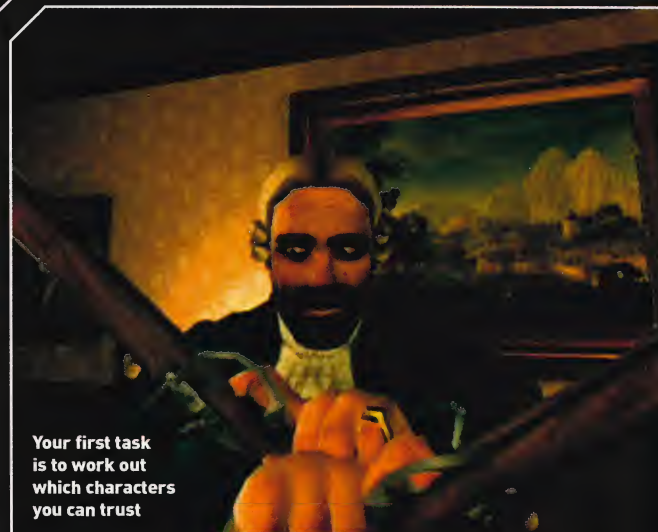
Playing the adventure will see you travelling through mankind's history – encountering shadowy locations and gory monsters on the way – right the way back to 26 BC where you play Paías, a soldier of the Roman Empire. You'll even have to use weapons which are specific to each era, so expect to get your hands on everything from shotguns to swords. In addition to this, real time cut scenes chart your progress and some exceptional voice acting brings *Eternal Darkness* to life.

Easily the most impressive moments we've seen so far are when your sanity meter drops too low. To keep it high you have to kill, but should it fall too far your character will hallucinate. In one nightmare we've seen, Alex Roybas picks up her own head as it recites Shakespeare. You may also see your hero's head and arms drop off as their mind goes berserk, before being placed back in an earlier room to start again.

From what we've seen, *Eternal Darkness* is the kind of adult, psychological thriller that GameCube needs if it's going to succeed. And with *Resident Evil* on the horizon too, the GameCube is the best place to be if you want a slice of survival horror. **Tim Street** NOM



■ The lighting effects help to create a tense and moody atmosphere



Your first task is to work out which characters you can trust

If Alex is anything to go by, GameCube heroines will be loads sexier than Princess Peach



THE BIG SCOOP



■ Fox McCloud has never looked so fine



■ Fox uses his magical staff for protection

STARFOX ADVENTURES DINOSAUR PLANET

IT MAY BE DELAYED UNTIL LATER IN THE YEAR, BUT *NOM* HAS COME UP TRUMPS WITH WORLD EXCLUSIVE PLOT DETAILS JUST FOR YOU.

<http://www.nintendo.com/games>

Fox McCloud and his ace StarFox team return after a five year break since defeating Andross at the end of *Lylat Wars*. Fox's new adventure sees him solving puzzles and fighting monsters in a sprawling 3D world where he has to defeat General Scales and his evil dinosaur army.

Release:
Late 2002

Developer
Rare

Game Genre
Adventure



NINTENDO
GAMECUBE

EarthWalker Soldier and SharpClaw. These bizarre names may seem incomprehensible now, but they'll be second nature to you by the end of the year because they're an important part of the *StarFox* story. Check out our world exclusive plot information, straight from Rare's HQ.

StarFox Adventures was due for an N64 release under the name *Dinosaur Planet* and was



set to star characters called Sabre and Krystal. But after the game was canned on the N64, Rare decided to develop it for the GameCube instead, but with one major difference – Nintendo veteran, Fox McCloud, is now in the driving seat.

Fast forward a year and *NOM* has managed to bag more details on the game. And from what we've heard so far, this adventure should be at the top of your Most Wanted list.

The story begins with the StarFox team in a bad state. Since blasting Andross into oblivion there hasn't been



"From what we've heard so far, *StarFox Adventures* on the GameCube should be at the top of your Most Wanted list."



Rare's come up with some great characters again



In the Great Fox, our hero plans his 'Cube adventure



Some of the dinosaurs will help Fox

much work for the team and so the Great Fox mother ship has fallen into disrepair. With Slippy the Toad working round the clock to keep the Arwings in good nick, only one ship is available which Fox uses to destroy the space debris orbiting Dinosaur Planet, the main location in the game.

Down on Dinosaur Planet, all is not well. The SharpClaw and their self-appointed leader, General Scales, were alienated from the population many years ago as it was feared that their violent nature and lust for world domination would destroy the dinosaurs' peaceful way of life.



"So what if my game's been delayed? It's going to be worth the wait!"



Check out the shimmering water effects. It's almost as good as *Wave Race*

► In a rage, the evil General Scales has gathered a giant prehistoric army to overpower the innocent dinosaurs and declare himself ruler. With time running out for the inhabitants of Dinosaur Planet, only one hero can save the day. Please step forward, Fox McCloud.



Fox's epic will see you journeying across a number of inhospitable environments, and Rare has hinted that there are many more levels to come.

When tackling the eight worlds, expect to explore humid, dinosaur-infested jungles, snowy wastelands, stinking swamps and dark, mysterious mines crawling with beasts of the underworld. In addition you can expect to take control of the famous Arwing ship for some spectacular space shooting.

As we've mentioned in previous issues, Fox's main weapon is a staff. However, we now know that this magical weapon doesn't belong to Fox, and that he just happened to come across it during his travels.

Aside from combat, Rare claims that the staff has a number of functions to help you progress in the adventure.



God help the dinosaur who thinks he can defeat Fox McCloud



❑ The game's packed with dinosaurs



❑ Who's that cheeky chap behind Fox?



All the locations are dazzling and push the GameCube to its limits



Fox's magical staff has many uses, so make sure you learn how to use it



❑ This room will be a nightmare to beat



❑ You'll meet some nasty customers

This blue female fox appears a number of times in the game. She must be very important.



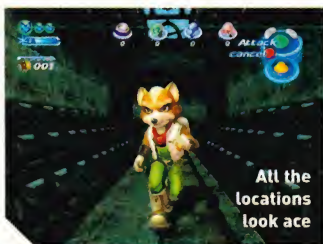
Special upgrades can also be collected along the way to unlock the staff's magical powers. At the moment Rare is staying tight-lipped about staff specifics, but expect more news over the next few months.

In addition to Fox's staff, our hero can call on the friendlier inhabitants of Dinosaur Planet for help. One such prehistoric chum is an EarthWalker Soldier, a triceratops who uses the horn on his nose to batter down walls and charge Scales' allies. Fox will also be able to hitch lifts with a

variety of other prehistoric creatures.

However, the biggest question is whether or not Falco Lombardi will feature in the game. According to Rare there's no news on whether Falco appears in the game or not, so it looks like we'll just have to wait and see.

At the time of writing, a UK release date for *StarFox Adventures* hasn't been set, so stay tuned to *NOM* for more news as soon as we get it. **Tim Street**



All the locations look ace



What's that nasty buzzing thing in the sky above Fox?

* * * * *

**IF A GIRL
ASKED TO JOIN
YOUR GAME OF
FOOTBALL,
WOULD YOU:**

* * * * *

**LAUGH AND TELL HER TO
GET LOST? TURN TO
PAGE 49**

* * * * * OR * * * * *

**STICK HER UP FRONT
AND SEE HOW
GOOD SHE IS? TURN TO
PAGE 53**



**NEW THINKING
NEW DRINKING**



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42

Mario's brother is busting ghosts and catching ghouls in Luigi's Mansion

REVIEWED 5/2002

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Plus! All the other GameCube launch titles including *Burnout*, *Super Monkey Ball* and more...

GAME BOY ADVANCE

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Plus! *Pro Tennis WTA Tour*, *Shrek Swamp Kart*, *Ice Age*, *The Scorpion King*, *Disney's Peter Pan*, *Salt Lake 2002*
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Nintendo®

REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



- TNT: GOLD**
Gaming perfection
- TNT: MUST BUY**
Almost perfect
- 8** HIGHLY RECOMMENDED
- 7** GOOD
- 6** AVERAGE
- 5** COULD BE FLAWED
- 4** POOR
- 3** DIRE
- 2** DISASTROUS
- 1** A DISGRACE

What to expect from each game

Watch movies using the internet link

We expose top gaming moments

You'll know if it's for GC, GBA or GBC

What box to look for in the shops

Number of players, memory blocks (GC) and carts needed (GBA)

How much, when it's out and who is publishing it

CRAZY TAXI

CAN A PORT OF A TWO YEAR OLD GAME BECOME A GAMECUBE HIT?

VERDICT
Crazy Taxi is a fun, fast-paced driving game that is a great introduction to the GameCube. It's not the most original, but it's a solid port of a classic arcade game. The controls are tight, and the graphics are decent. It's a good choice for anyone looking for a quick, fun game.

HOW OUR OFFICIAL REVIEWS WORK

The biggest and best screenshots

Best and worst aspects of the game

Is it worth it? Is it fun? Will you be on it for ages?

Games are scored out of ten, instead of 100%

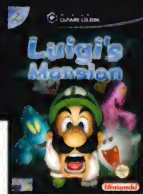
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<http://www.luigis-mansion.com>

IN BRIEF

Luigi's won a mansion in a competition and has agreed to meet his brother Mario at the entrance. But when Luigi arrives his celebrated sibling has disappeared and the only sign of life is a mad professor who's trying to clear the place of rampaging ghosts. Can you exorcise the mansion and save Mario?

DETAILS



Luigi is pestered by ghosts and ghouls and things that go bump in the night



1 Player



3 Blocks

Price:
£39.99

Release:
3 May

Publisher:
Nintendo

LUIGI'S MANSION

FORGET THE FACT THAT NINTENDO'S LAUNCH TITLE DOESN'T STAR MARIO. LUIGI'S DONE A GRAND JOB AT THE HELM OF THE 'CUBE'S FLAGSHIP GAME.

If you look back at Nintendo's console launch games over the years, Mario has always been the man of the moment in classics such as *Super Mario World* and *Super Mario 64*. But with the advent of GameCube comes a star in a different pair of dungarees, Mario's younger brother, Luigi.

Who cares if Mario is just a bit part player in this adventure? It doesn't matter one jot because Luigi is a star

in his own right and his game allows Nintendo to demonstrate exactly what the GameCube can do.

Where else will you find a game that looks so realistic; where dust billows up from ancient furniture, where light casts shadows off every object and where the air from Luigi's vacuum cleaner causes curtains to flap, lights to swing and cloths to be sucked off tables?

At every turn you'll see something new and unique that leaves you agog



☐ A sunny mansion and a rainbow? Luigi's star prize is nothing like this



NINTENDO
GAMECUBE

"THE GAME IS BURSTING WITH MEMORABLE MOMENTS AND FLASHES OF BIG N GENIUS."



□ This ghost hides in the bath, waiting for Luigi to pull back the shower curtain

► at how Nintendo has created such a graphical marvel. Luigi's animations are an art form in themselves. Just watch as he tries putting out a smouldering fire on his dungarees, or the strain on his face as he tries reeling in a stubborn ghost.

It all looks pretty as a picture, but it wouldn't be the same without some fantastic sound. Cackling ghosts and squeaky spirit mice are one thing, but just listen as Luigi moves from brightly lit rooms to darkened corridors, when his boisterous



□ The lighting effects are second to none. Our hero even casts a spooky shadow as he explores the mansion

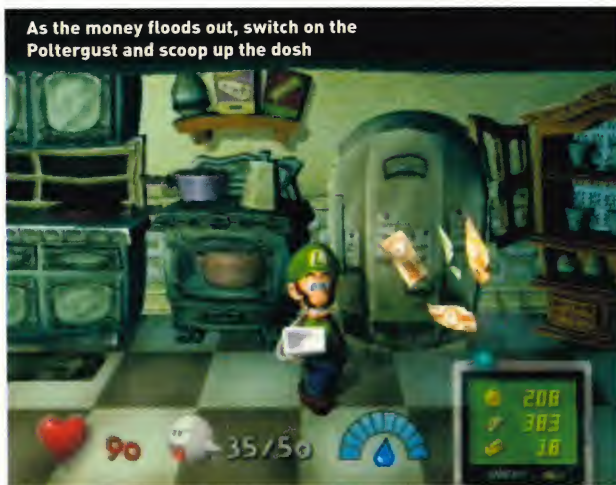
GET IN THE MONEY

Luigi can interact with everything in the mansion simply by pressing **A** when next to an object or person. Not only will this reveal keys and ghosts but Luigi can also find heaps of money. Coins, notes and gold bars sometimes cascade from furniture after it's been sucked by the Poltergust 3,000. A running total appears in the corner of the screen and, at the end of the game, you'll be given a grade depending on how much cash you collected. Reckon you can score over 100,000,000 G for a Grade A?



□ The scenery often hides secrets

As the money floods out, switch on the Poltergust and scoop up the dosh

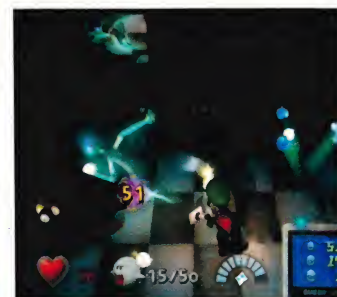


A QUICK TIP TO GET YOU STARTED

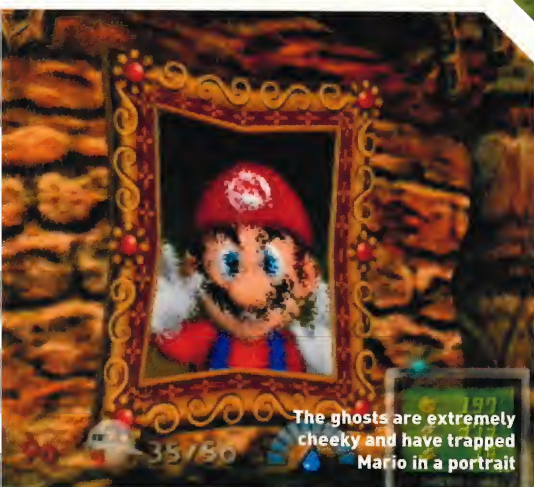
In the Boneyard in Luigi's Mansion you'll discover the stem of a flower. Using the water element, pour some wet stuff on the flower after you complete each beastly boss battle. When the flower eventually blooms you'll be able to collect a gold diamond which is worth 20,000,000 G. This elusive gem can really help you get a much better grade when you manage to finish the whole quest.



□ A treasure chest appears when you clear each room



□ The rooms are dark until all ghosts are busted



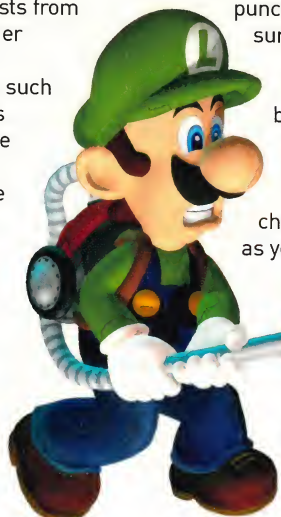
The outdoor locations are a welcome break from the claustrophobic mansion rooms

Stick to guide Luigi into place and then, using the yellow C-Stick, aim your torch at the ghost to illuminate its pumping heart. Once you've done this, Luigi will whip out his Poltergust 3,000 and start to suck up the ghost. Unfortunately, none of the spooks stand still for long and so you must pull in the opposite direction to catch it, just as if you were reeling in a fish. As soon as the ghoul's spirit meter reaches zero, the malicious spirit becomes your prisoner.

The game is bursting with memorable moments and typical flashes of Nintendo brilliance. If you locate the Conservatory on the second floor and hit the instruments they play the *Super Mario Bros.* theme tune, and you should also try tapping one of the punchbags in the Rec Room for a surprise. You'll even have to blow up the moon in the Observatory and battle a

baby boss who lives in a giant cot and loves throwing rocking horses at visitors.

Nintendo in-jokes and characters can also be spotted as you explore the mansion. Toad appears from time to time and Luigi has to use Professor Gadd's Game Boy Horror. This portable machine not only works out where you are in the mansion, but it also provides players with a first person view of



▶ singing turns into an anxious whistle. But even though this quest is a treasure to watch, hear and play, it's the longevity of the game that's Luigi's downfall and the reason why it isn't a legendary adventure.

Your mission is to clear the ghosts from each room and save Mario. Whether they're spirits of former mansion dwellers or old Nintendo enemies such as the Boos, Luigi must use all his skills to put the spooks back inside the portraits they escaped from.

To do this, help is at hand in the form of the Poltergust 3,000, the madcap vacuum cleaner-come-ghost trap created by Elvin Gadd, a wispy-haired professor who works in a dilapidated lab in the mansion's grounds.

The GameCube controller is simple to use and, after a few attempts, ghost catching becomes second nature. To scoop up a spook, use the 3D

DIFFERENT ELEMENTS

Air isn't the only thing which blasts out of Luigi's Poltergust as it has three other uses. If Luigi stands near fire, water or ice the Poltergust can suck up specific elements. Now Mario's brother can light candles, open doors, water plants and scoop up ghosts with ice hearts using his new skills, simply by holding down the **L** button.



□ Hoover this ceiling fan to dislodge money



□ Collect fireballs and Luigi can light candles



□ Collect water from sinks and fountains



□ Luigi nabs some spooks with the ice element



NINTENDO
GAMECUBE



Luigi's Poltergust stores the booses, allowing you to turn them into portraits

- ▶ the room they're standing in, a perspective which is required to find hidden items and unlock new areas of the adventure.

The Game Boy Horror also helps Luigi find the escaped Boos who lurk in the mansion. If you enter an empty room the GB Horror's radar will remain yellow, but if a Boo is hidden nearby it will start to flash blue. As you start to get warmer the blue light goes berserk, flashing violently red until you target the Boo and scoop it up.

Ultimately, *Luigi's Mansion* is a little short for our liking and the repetitive formula of 'solving a puzzle, getting a key, solving another puzzle, getting another key' can leave you feeling cold, desperately looking for something extra to spice up the experience. Okay, you can go back and improve your money total but, with just 10-15 hours of gameplay, *Luigi's Mansion* won't come out of its box very often once you complete it, even if it is a rewarding adventure and a dazzling game to look at. **Tim Street** NOM



The first ghostly boss is napping in his study. He's an easy catch for the brave Luigi



□ The Rec Room is one of the funniest locations in the game



□ Press **O** to look at a mansion map on Luigi's Game Boy Horror



This greedy boss loves stuffing his fat face



Shine your torch on a ghost to freeze it. Time to get sucking

VERDICT

GOOD	<ul style="list-style-type: none"> ■ Some of the best character animation ever seen on a games console. ■ A truly original idea that is a work of genius. Miyamoto has done it again.
BAD	<ul style="list-style-type: none"> ■ There aren't many puzzles to solve and dead ends will occasionally frustrate you. ■ With only a few hours play time, <i>Luigi's Mansion</i> is much too short.
FUN	It's so easy to control that you'll be laughing after a few ghostbusting attacks.
VALUE	There's plenty to see and do, but where are the hidden extras and multiplayer option?
LIFE	Only improving your money total will make you want to play it again.

Luigi's Mansion is a great game that looks astonishing and shows off the 'Cube's power. Unfortunately, the lack of long term challenge will leave you feeling short changed.

B



LOG ON

<http://www.lucasarts.com>

IN BRIEF

Clean cut and fancy free, you are Luke Skywalker, scourge of the Galactic Empire, back in the cockpit as leader of the Rebel Alliance's Rogue Squadron. Your sorties bring to life some of the all-time great movie moments from *Star Wars*, *The Empire Strikes Back* and *Return of the Jedi*. Your task is simple: blast Darth Vader's forces out of the sky and stay alive.



DETAILS



1 Player



3 Blocks

Price:
£44.99

Release:
3 May

Publisher:
Activision

STAR WARS ROGUE LEADER ROGUE SQUADRON II

IF YOU LOVE *STAR WARS*, *THE EMPIRE STRIKES BACK* AND *RETURN OF THE JEDI*, YOU'LL THINK THAT THIS IS THE BEST GAME ON ANY CONSOLE.

Every new console needs a killer game, an astonishing title which pushes both the machine and the imagination of the game's developers to their limits. From day one *Rogue Squadron II* has looked like the most probable candidate to deliver Nintendo's knock out blow; a new *Star Wars* game that you'll only be able to play on the GameCube.

Visually, we're in uncharted territory. The scale, attention to detail and design of the game are incredible, acting as a dazzling showcase for the GameCube's graphical muscle. Even better, these amazing visuals are used to recreate the *Star Wars* universe

with all its familiar worlds, characters and spaceships. This is one *Star Wars* game that looks just like the movies.

The sheer quality of the graphics will hit you as you blast off on your first mission, battling through a laser strewn dogfight with more than 60 Imperial TIE Fighters on your case, each ship detailed right down to the dented panels on its wings.

Other missions, such as the Raid on Bespin, are equally breathtaking. The magnificent cloud city is a tangle of pipes, trenches, buildings and masts, all shrouded in sumptuous lighting effects. Or how about the immense nebula in the Prisoners of the Maw



□ The huge space battles are truly epic



NINTENDO
GAMECUBE

HEAR THIS

Fans of John Williams' stirring *Star Wars* soundtrack are in for a real treat because *Rogue Squadron II* features some amazing audio effects.

This latest blaster runs in Dolby Pro Logic II surround sound and includes familiar music from the films, as well as original compositions that weave in and out of the action, adding tension and atmosphere to the bewildering missions.

Rogue Squadron II on the GameCube is also loaded with incredible voice samples, many of which have been lifted directly from the classic film trilogy, as well as new sound bites provided by LucasArts' own voice actors.



□ The blasts look great, but these pyrotechnics sound even better

"PLAYING THIS GAME IS
JUST LIKE TAKING PART
IN A STAR WARS MOVIE."

► level, or the incredible detail on the sides of the trench as you try to destroy the Death Star? Many games claim to be jaw dropping, but *Rogue Squadron II* genuinely yanks chins to the floor and keeps them there.

Rogue Squadron will already be familiar to Nintendo 64 owners. The first game blasted onto the scene almost four years ago, blowing sci-fi fans away with its mission based gameplay and key locations and scenes from the *Star Wars* films. *Rogue Squadron* on the N64 was all about completing objectives, opening new missions and honing your piloting skills, a formula which remains unchanged in this latest GameCube incarnation.

Rogue Squadron II features ten basic missions and five hidden sorties, most of which use locations lifted straight from George Lucas' classic trilogy. The first challenge is to destroy the Death Star and by mission ten you'll have flown missions in Bespin, Kothlis, Hoth and Endor.

Each challenge features five separate tasks and just one failed objective will send you tumbling back to the Game Over screen. While this can be frustrating from time to time,

Careful you don't get blasted
by a TIE Fighter on your tail



Q&A WITH BRETT TOSTI

Q. Is this the first *Star Wars* title you've worked on?

A. My first *Star Wars* product was *Super Empire Strikes Back* for the Super NES ten years ago. Since then I've worked on 15 different LucasArts products including *Super Return of the Jedi*, *Indiana Jones: Greatest Adventures*, *Ghoul Patrol*, *Shadows of the Empire*, *Star Wars Episode I Racer*, *Rogue Squadron*, *Battle for Naboo* and *Rogue Leader*. Whew! Until you asked the question I hadn't realised that I'd worked on so many Nintendo games.



Developer Brett Tosti gets caught by bounty hunter Fett

Q. Were you already a *Star Wars* fan when you started working for LucasArts?

A. Absolutely. I fell in love with the first movie when I was only eight years old, although at the time I never imagined that I'd end up working on *Star Wars* products one day. Somehow the magic of *Star Wars* has remained in my heart, even after being exposed to it on a daily basis for nine years.

Q. How long was the game in development and how does this compare to the N64 *Star Wars* titles?

A. The development on *Rogue Squadron II* lasted for just nine months. It was much easier for us to develop for the GameCube. The GameCube has more memory, a faster CPU and in general is much easier for the programmers to work with than the N64 ever was. Factor 5 also took the tools created for *Battle for Naboo* and updated them for the 'Cube. This allowed the artists and designers to start creating levels and graphics before the engine was up and running.

Q. Why did you decide to make the Death Star trench run level the first one in the game?

A. The trench is the climatic sequence from *Star Wars*. Everyone who's seen the first movie remembers that moment, and once they play that level they're reminded that this victory was one of the *Rogue Squadron's* greatest accomplishments. This in turn sets the stage for the entire game.

Q. Were there any levels you had to remove from the final version of *Rogue Squadron II* and was it hard having to get rid of them?

A. In the end we decided to cut an entire bonus level because we wanted to spend more time tuning the most important missions in the game.

Q. Which stages are your own personal favourites?

A. My two favourite levels in the game are Death Star Attack and Vengeance on Kothlis.

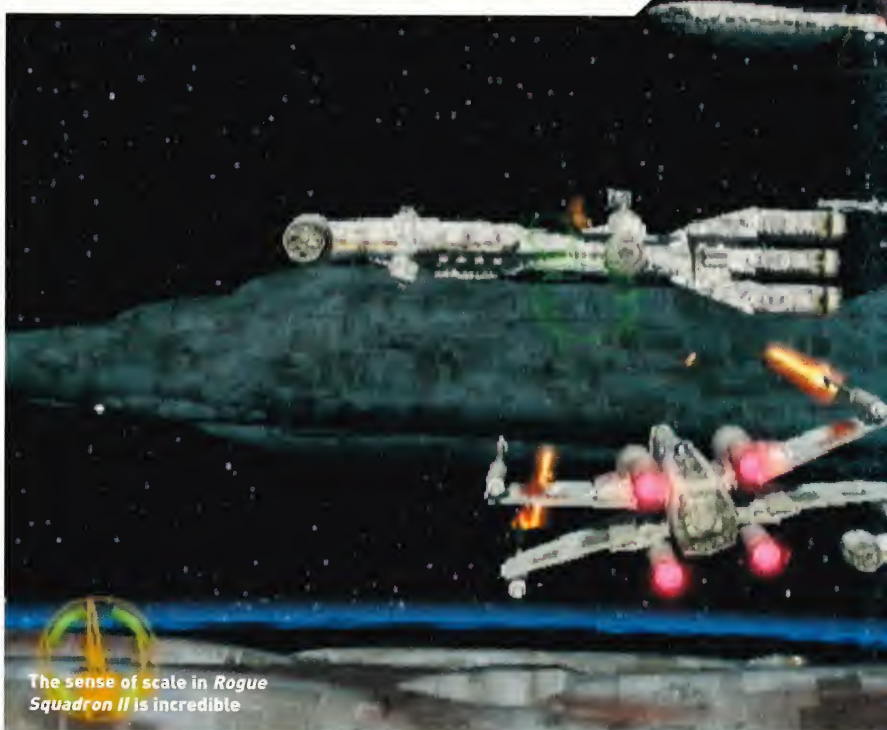


TIE Interceptors are the trickiest ships to shoot down

► having the opportunity to have a crack at Darth Vader's space Nazis will soon make you forget about any wasted missions. You can blow up the Death Star, wrap tow cables around AT-ATs, sabotage force fields, steal enemy ships, defend convoys and obliterate Star Destroyers.

Rogue Squadron II has a steep learning curve to negotiate, due in part to the complete freedom of movement players are given. X-Wings go up and down as well as left and right, and that's just the basics. Keeping up with a fast moving TIE Interceptor can take some getting used to as the enemies are amongst the smartest we've ever come across.

Playing this game is like taking part in a *Star Wars* film



The sense of scale in *Rogue Squadron II* is incredible



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Reckon you can escape before being roasted?



Stay on target and use the Force to destroy the Death Star



X-Wings are the Alliance's most reliable craft

VERDICT

GOOD	<ul style="list-style-type: none"> The 11 worlds are more detailed than any other game we've seen and it will take you a long time to unlock them all. Wild mix of strategy and intense action.
BAD	<ul style="list-style-type: none"> Enemy altitude is tricky to work out from your craft's radar. You only feel the insane speed of an X-Wing from the cockpit camera angle.
FUN	You are up and blasting as soon as you know what buttons to press.
VALUE	The only <i>Star Wars</i> title on GameCube and a genuine step forward for video games.
LIFE	It's tough controlling your wing men and shooting accurately in the later levels.

No *Star Wars* game has ever come this close to catching the action and excitement of the classic movies. *Rogue Squadron II* is truly a GameCube masterpiece.

9

On the downside, understanding what you're supposed to do can be hard sometimes as many of the objectives are explained in a vague way. Things aren't helped by a tiny radar which can be confusing to read, with too much happening in a small space.

Minor grumbles aside, the *Rogue Squadron II* coders have done an amazing job in creating a control system which works for the game's dozen or so spacecraft which include X, Y, B and A-Wings, Snow Speeders and Cloud Cars. Once you've learned how to fly one ship you can pilot them all. That said, there's a big difference between flying a massive Y-Wing and scooting around in a little A-Wing. The ships all feel unique, with different turning circles, power and acceleration. The ship differences are subtle, but the controls keep the game fresh.

And that's the thing; *Rogue Squadron II* feels fresh, which is an odd thing considering the



Keep watching your radar to survive

over exposure *Star Wars* movies have had over the years.

It's no exaggeration to say that playing *Rogue Squadron II* is like taking part in a *Star Wars* movie. The amazing graphics, bombastic soundtrack, familiar characters and dazzling worlds all combine to create a package which allows fans to get as close to the action as possible without joining the Rebel Alliance. **Rich Marsh**

DON'T BE SO SAD.

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IN BRIEF

Sonic the Hedgehog's debut appearance on the Nintendo GameCube sees him trying to save the world from being destroyed by the evil Dr Eggman. You can choose to play this quest as Sonic and his heroic pals, or the formidable Dr Eggman and his wicked cronies Rouge the bat and Shadow, a genetically modified hedgehog.



The scene where Sonic is chased by an out-of-control juggernaut is unforgettable

SONIC ADVENTURE 2

SONIC THE HEDGEHOG BLASTS ONTO NINTENDO'S GAMECUBE FOR THE FIRST TIME. BUT SHOULD HE RECEIVE A WARM WELCOME OR THE COLD SHOULDER?



1-2
Players



3
Blocks

Price:
£44.99

Release:
3 May

Publisher:
Sega

Proving that the rivalry between Sega and Nintendo is finally over, Sonic the Hedgehog is coming to the GameCube in a port of his last Dreamcast adventure. But while the graphics have been given a 'Cube update, the gameplay still has some serious flaws.

Dr Eggman has uncovered a project that his grandfather was working on; the Eclipse Cannon. This fearsome weapon has the potential to destroy entire planets because it's powered by a mysterious Chaos Emerald. Dr Eggman has also discovered Shadow, a genetically engineered hedgehog. With Shadow's help, Dr Eggman plans to find the missing Chaos Emerald and hold the world to ransom.

Meanwhile Sonic the Hedgehog has been mistaken for Shadow by the military and placed under arrest. Now he has to escape from prison and begin a fight to save the world. From the start, players choose to follow the Hero or Dark storyline. As the heroic team you'll control Sonic, Tails and Knuckles, but as the Dark squad you'll be in charge of Shadow, Dr Eggman and Rouge the bat.

Sonic Adventure 2 Battle is split into three playing styles. The Sonic and Shadow levels are speedy 3D platformers



Not again!

The army has mistaken Sonic for Shadow and are determined to lock up our blue buddy and throw away the key

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WHAT A RESULT

One reason you'll play through *Sonic Adventure 2 Battle* again and again is to get a better grade.

When you complete a level you're marked on how well you did in terms of speed, number of rings collected, how many secret items you found and how many enemies were destroyed. For first timers a D or E grade is acceptable. Collecting As for all the levels requires a lot of skill and practice.



After each level you're graded on your performance. Getting above a C requires immense skill and concentration

RE 2 BATTLE

► where the two hedgehogs battle their way through bustling cities, destroying ruthless robots and evading capture.

Tails and Dr Eggman handle the shooting sections. Both characters drive lumbering bipedal robots which are armed with homing rockets. Using the 3D Stick players can use a special cursor to lock-on all the enemies in a room and destroy them simultaneously.

Knuckles and Rouge are hunters who have to explore the sprawling locations to find pieces of the shattered Chaos Emerald. The bat and echidna both have the ability to glide peacefully around the huge levels, climb vertical rock faces and dig in the soft earth to recover lost shards. They're also equipped with a special sensor which beeps faster as they approach pieces of the powerful gem.

If you need a break from the main game, head for the Chao Garden. Chao are tiny creatures that you can hatch and care for, much like a Tamagotchi. Finding

animals and Chao Drives in the main game allows you to personalise your cuties and make them faster and stronger. You can then enter the little fellows in a Chao Race or a Karate match. Chao can even be downloaded onto a *Sonic Advance* GB Advance cart where you'll find some new games to play which involve matching picture cards and other identical pairs.



Omochao's on hand to offer advice. Just bump into the little chap and he'll help you



Q&A WITH YUJI NAKA



Yuji Naka, President and CEO of SonicTeam

Q. Why did you choose to bring Sonic to the GameCube and not the PlayStation 2 or Xbox?

A. As Sega has been fighting Nintendo for 18 years, I was always curious what would happen if I made Sonic run on a Nintendo console and it seemed like the right time to do it.

Q. What's next for Sonic the Hedgehog on the GameCube and Game Boy Advance?

A. We only started developing for the Nintendo GameCube recently so, although we already have plans for the next Sonic the Hedgehog project, I haven't decided what that is or when the game will be released.

Q. *Sonic Adventure 2 Battle* is one of the very first games to use the much lauded GameCube and Game Boy Advance link. Where do you think this new technology is heading?

A. This is the first time I used the technology so the two elements – GameCube and Game Boy Advance – are still quite separate and limited. In the future we could utilise this brand new technology and make the two consoles act simultaneously.

Thanks to Alison Lau for the translation.

► While the three distinct game styles are ambitious, the coders should have included more Sonic and Shadow stages to spice up the experience. Levels starring the supersonic hedgehogs are fast, fun and exciting, but the treasure hunt and shooting stages quickly become tedious.

Crucially, the whole game is let down by a camera that fails to keep up with the action and sometimes gives you a completely useless view, such as behind a wall or directly above your character. This makes accurate jumps difficult and



□ The two player Shooting Battle is great. It requires quick reactions and forward planning

The first time Sonic meets Shadow is just after he defeats this Big Foot robot



Use this platform in the Chao Garden to connect *Sonic Adventure 2 Battle* to *Sonic Advance* on the GBA



□ In Pyramid Cave you have to duck under these doors, Indiana Jones-style

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❑ There are many characters to choose from in the multiplayer battles



❑ Knuckles is equipped with claws which allow him to dig and find pieces of the Emerald

VERDICT

GOOD	<ul style="list-style-type: none"> ■ The game looks great and there are loads of levels to keep you occupied. ■ The Chao Garden and Game Boy Advance connectability add longevity.
+	
BAD	<ul style="list-style-type: none"> ■ The in-game camera is dire and it spoils the whole Sonic experience. ■ There aren't enough hedgehog levels and the Knuckles stages are dull.
-	
FUN	When the camera's in the right place this game is slick and enjoyable.
VALUE	There's lots to do, with two stories, three multiplayer games, Chao Garden and so on.
LIFE	If you can stand the awful camera there are lots of challenges to complete.

Sonic Adventure 2 Battle is good fun, with loads of levels and excellent replay value. But the shocking camera makes much of the game unplayable and frustrating.

6

"THE GAME CAMERA ISN'T FAST ENOUGH TO FOLLOW THE ACTION."

► causes frustration throughout. Even worse are the imprecise controls which have you pushing the 3D Stick a lot harder than you'd like, making positioning your characters tricky and inaccurate. It doesn't affect Knuckles' levels but it does make some of the Sonic and Tails sections unnecessarily difficult.

Sonic Adventure 2 Battle looks great. The levels are huge with loads of background detail, including massive city skylines and intricate military computer units. Some of the lighting effects are spectacular and they add real depth to the visuals. Each section also has an original piece of music which is well suited to the gameplay. Our pick of the bunch is the laid back hip hop on the Knuckles levels, but rock fans will

be pleased by the guitar-fuelled tunes which accompany Sonic and Shadow's stages.

The multiplayer games build on skills acquired during the main game and there are three to choose from; Action Race, Treasure Hunt and Shooting Battle, each relating to the Sonic, Knuckles and Tails levels respectively. The first two offer a split-screen view where players have to reach the finish line or find a Chaos Emerald before their opponent. Both are good, offering a real test of your Sonic skills. The Shooting Battle has you squaring up in large robots and attempting to destroy your adversary. This is the best multiplayer game of the three, rewarding quick thinking and strategic play. **Dominic Wint**

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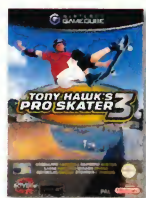
<http://www.activisiono2.com>

IN BRIEF

Extreme skateboard adventures with the elder statesman of the vert ramp, Tony Hawk. New levels, fresh tricks, bigger air, more points, it's all here in this non-stop, adrenaline-pumping title. Fans of the previous two games will be amazed at how the series has come along. This is the next logical step for skateboarding video games.



DETAILS



1-2 Players
6-8 Blocks

Price:
£44.99

Release:
3 May

Publisher:
Activision



☐ Starting an earthquake in Los Angeles is a moment to savour and it allows you to access a whole new section of the level



☐ The Handstand is a particularly impressive move and one that will earn you loads of points if you can keep it up

TONY HAWK'S PRO SKATER 3

IS THE OLD MAN OF THE 'BOARD GETTING READY TO HANG UP HIS KNEEPADS? NOT ON YOUR LIFE. TONY JUST GETS BETTER WITH AGE.

Still disregarding his age and personal safety, Tony Hawk refuses to give up the ghost and put his skateboard to rest. Which is good news for GameCube fans as they're getting the chance to play the third edition in his *Pro Skater* series.

The main challenge in *Pro Skater 3* is the single player Career mode. Here you get to choose a skater from the 13 on offer and guide them through a boiling-hot foundry, a snow-swept Canadian skate park, a perilous suburban housing

project, a bustling airport and an earthquake in Los Angeles.

There are also three competition stages to master – Skater Island, Rio and Tokyo – where you have to demonstrate all your skills to win a medal and unlock the next level.

If you don't feel up to tackling the Career mode right away you can have a spot of practice, either in Free Skate or Single Session. There's also a new Tutorial

mode that's very comprehensive and allows you to get to grips with all the 'boarding controls.

Tony Hawk's Pro Skater 3 includes some innovative two player challenges.

Making a welcome return is the Horse game where players

take it in turns to score big points from a single trick, the loser being given a letter until someone spells the entire word 'Horse'. Some of the new multiplayer games



☐ The park editor allows you to use in-game scenery to create a whole new world

NINTENDO
GAMECUBE

BUILD A BETTER SCORE

If you're hoping to become a true master of the skateboard then there are a few tricks which can be learned to boost your scores. As you land a trick quickly tap **○**, **○** on the 3D Stick to enter a Manual, allowing you to link moves. A new addition is the Revert. Pressing a shoulder button as you land on a ramp and then performing a Manual means that you can literally perform one massive stunt in any two minute run.



☐ The Revert Landing trick allows you to link flips and grabs when you land on a ramp for huge scores



☐ If none of the 13 original 'boarders take your fancy then use the Create A Skater option to make your own



The two player games are excellent. Slap! is a good one where you have to try and knock each other over



☐ Skater Island is the second competition stage in the game and the judges are incredibly harsh

"THE NEW FEATURES MAKE THIS TONY HAWK'S GAME EASIER TO PLAY WITHOUT OVERSIMPLIFYING THE EXPERIENCE."

► rely on speed rather than technique and they make a welcome break from incessant trick pulling.

There's no denying that *THPS3* is the prettiest version so far. The graphics are highly detailed and the levels are filled with more pedestrians, cool neon signs and mad vehicles to trick off or avoid.

The sound effects serve their purpose but they're not revolutionary; it's mainly crowd noises, heckling pedestrians and the sound of bones on concrete. Musically there's a rocking range of tunes which go from Motorhead, via Guttermouth, to Xzibit, heavy tracks which are perfectly suited to the on-screen action and get the blood pumping.

It's good to see that the developers haven't messed around too much with the classic gameplay. The new features make the title easier to play without oversimplifying the experience, and there are some welcome additions to the multiplayer 'boarding games. **Dominic Wint**

VERDICT

GOOD	■ Excellent new features such as the Tutorial mode and new multiplayer games.
+	■ <i>Tony Hawk's Pro Skater</i> is infinitely playable, even in its third incarnation.
BAD	■ There are new levels and skaters but the basic engine remains the same.
-	■ If you don't take to the controls in the first couple of hours, you might be put off.
FUN	It's tough to master but the Tutorial will make newcomers' lives much easier.
VALUE	There are enough secrets hidden in the game to satisfy the hungriest player.
LIFE	With so many modes, it lasts longer than a hamburger at a vegetarian dinner party.

The Hawkster's games keep getting better. *Tony Hawk's Pro Skater 3* will impress even the most cynical gamer and would be welcome in anybody's collection.

9

LOG ON

<http://www.waverace-bluestorm.com>

IN BRIEF

Nintendo's third outing with the *Wave Race* crew – don't forget the Game Boy edition, trivia fans – once again puts your racing skills to the test across lakes, urban waterways and high seas. Can you contend with rolling waves, insane tricks and blinding speeds in a distinctive racer that will push you all the way to the finish line?

DETAILS



1-4 Players
12 Blocks

Price:
TBC

Release:
3 May

Publisher:
Nintendo



WAVE RACE BLUE STORM

SHOULD YOU FEEL THE NEED FOR SPEED, GET OUT ON THE WATER AND HOLD ON TIGHT. THE BEST N64 WATER RACER JUST GOT A WHOLE LOT BETTER.

The original *Wave Race* on the Nintendo 64 was a sloppy PAL conversion that failed to capture the speed of its import counterparts. But despite its problems, *Wave Race 64* was one of the most original and distinctive racers ever released. So it isn't much of a surprise to see a sequel heading to the GameCube in time for launch day.

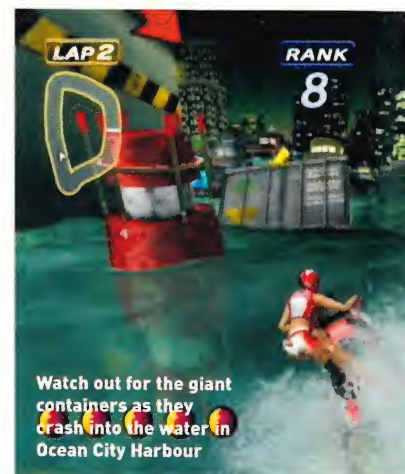
Six racing options have made it into *Blue Storm*, along with eight riders who include Ricky Winterborn of 1080° fame and the lovely Ryota Hayami from *Wave Race 64*.

Your objective in each event is to weave your way between red and yellow buoys. Each time you pass one,

the speed of your jet bike will increase and, after passing five in succession, you'll get a turbo. Miss a buoy and your bike will power down, forcing you to begin again and watch as your faster opponents roar past.

Controlling your jet bike couldn't be easier and rookies will have no problem getting to grips with the controls. **A** provides acceleration, **B** brakes and the two shoulder buttons give you sharper turns in conjunction with the 3D Stick. You'll also feel every smash or graze thanks to the controller's built in rumble pak.

But what leaves you flabbergasted after just a few minutes is the game's water effects. Raging storms send



NINTENDO
GAMECUBE

"MAKE SURE YOUR GAMING SKILLS ARE HONED TO PERFECTION FOR WHAT IS EASILY THE HARDEST LAUNCH GAME."



❑ In La Razza Canal you'll have to ride past quaint waterside cafés. Or you can just jump over them, if the fancy takes you



❑ Straighten up your jet bike and cruise right up the middle of the ramp or you could fall off. If you're feeling flash, pull a trick at the top of the slope



❑ Different weather conditions hamper your view, including dense fog, driving rain and snow

► spray splashing against the television screen as steep walls of water rise up in your path. Things are different in the peaceful lakes which reflect the sky above, but be careful on the harder courses as the weather conditions get worse as you race. The attention to detail is astounding.

Wave Race Blue Storm is an exceptional package and it's hard enough to test even the most hardened gamers. Rival riders will

try every trick in the book to stop you winning, so watch out as they try cutting you up, kicking and punching or bumping you clean off your bike.

In addition to one player fun there's a four player mode, and the good news is that none of the detail or speed are lost when you go head-to-head. Just make sure your gaming skills are honed to perfection for what is easily the hardest launch game of the bunch. **Tim Street** NOM

CHANGING SCENERY

The racing action will have you gritting your teeth as you steam to victory, and to help you reach first place each course features some clever shortcuts. But you'll need to smash through walls or turbo over ramps to find them.

The tide also goes out on certain courses to reveal new hazards such as giant rocks and power draining sandbanks. But sometimes you might be lucky as crafty new openings or ramps may be revealed as the waves roll away from the shore.



❑ On the first lap you can ride over the boat, but on later circuits you'll have to jump it

VERDICT

GOOD	■ We've seen water effects before, but never as good as the ones in <i>Blue Storm</i> .
+	■ Unlocking the secrets will keep you glued to your GameCube for weeks.
BAD	■ The computer opponents can sometimes be a little too tough to beat.
-	■ The race commentary will grate on your nerves. Listen out for the English one!
FUN	Simple controls make it easy to start and showing off your tricks is a laugh.
VALUE	You never quite know who'll win as anything can happen. You'll play this for weeks.
LIFE	Beating the riders on later courses is extremely tough, but worth the effort.

Water racing has never looked or played so good. You'll be playing *Blue Storm* for weeks, even though the tough computer A.I. stops it from getting a higher mark.

8

LOG ON

<http://www.konami-europe.com>

IN BRIEF

Football fever will be hitting these shores at full force over the next few weeks as the World Cup finally arrives. And as if by some mad coincidence an *ISS* game for Nintendo's GameCube is also heading this way, allowing you to relive all the highs and probable lows of England and Ireland's latest sporting campaigns.

DETAILS



1-4
Players



5
Blocks

Price:
TBC

Release:
3 May

Publisher:
Konami

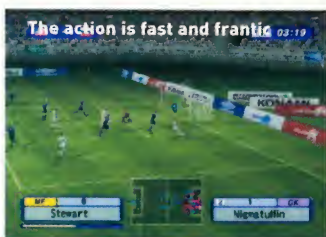
With graphics like this, *ISS2* really is the beautiful game



ISS2



FOOTBALL VIDEO GAMES DON'T COME WITH A BETTER PEDIGREE THAN *ISS*, BUT THIS TIME IT'S ALSO GOT ADDED GAMECUBE GOODNESS.



All the players look real



Konami make two kinds of football games and right from the start we should say that this isn't *Pro Evolution Soccer*. Instead, *ISS2* is the next game in a series that was last seen on the Nintendo 64 in *ISS 2000*. However, there have been many developments since the last Nintendo edition, making this *ISS* game play very differently to its 64-bit predecessor.

ISS2 is a cross between the 'pick up and play feel' of *ISS 2000* and the more realistic approach of the *Pro Evolution* games. This means that it's much harder to run with the ball without being tackled, partly because the players are less agile and the pace of the game is slower than in *ISS 2000*.

The game also features a power bar for shooting which makes it much harder to score, especially as the through ball offers less of a guaranteed goal scoring opportunity. On top of this the football moves in a looser way, making it easier for opposition players to jostle you off the ball.

Visually *ISS2* is a solid move forward, although it has to be said that *2002 FIFA World Cup* has the edge in the graphics department. However, the attention to detail has been vastly improved with the players' faces looking more like their real life counterparts and less like the freak show seen in *ISS 2000*. The players move naturally too, not just when playing but also in the game's

NINTENDO
GAMECUBE

CREATE THE PERFECT PLAYER

ISS2 features a decent Create A Player mode which can be used to build a race of awesome players in your own likeness. Everything from facial detail to whether they're left or right footed can be altered, and you can edit the player's attributes to make them faster, stronger or better at certain tasks such as heading the ball. Who knows, you might even be able to solve England's problematic left midfield position.



☐ Is this your ideal football star?



The weather conditions are convincing but hardly remarkable

"ISS2 LACKS THE TRICKS, FLICKS AND POLISH TO MAKE IT A TRUE MATCH WINNER."



☐ There's no arrow showing you where free kicks, corners or goal kicks are going, making it harder to score

- numerous cut scenes. The five fictitious stadiums are solid if unremarkable, as are the changing weather conditions.

There are four main gameplay modes for one to four players, starting with the Friendly Match which allows any two of the 64 international teams to play a match. International Cup is the World Cup mode, while Custom league allows you to create a league using any of the teams found in the

game. World League is much the same, but the aim is to find the best team on the globe.

The GameCube controller makes playing the game fairly easy, with passing, shooting, tackling and lobbing assigned to the **A**, **B** and **X** buttons. However, the shooting bar fills very quickly, often putting too much power on shots. Also, there isn't an arrow or pointer showing you where a free kick, corner or goal kick is going. **Rich Marsh**



☐ England take another beating from rivals Germany

VERDICT

GOOD	■ <i>ISS2</i> looks much better on GameCube with enhanced and convincing graphics.
+	■ The intuitive and simple controls make <i>ISS2</i> easy to pick up and play.
BAD	■ There aren't many ways to force your way past players so it's pass, pass, pass...
-	■ The shooting gauge is far too sensitive, often putting your shots in Row Z.
FUN	You're able to pick up the game and have a decent match in next to no time.
VALUE	There are 11 hidden teams to unlock so there's plenty to keep you coming back.
LIFE	The simplistic controls may mean that you become bored too quickly.

We had high hopes for this game but, while it's as playable as previous *ISS* games, it lacks the tricks, flicks and polish to make it a true match winner.

B

LOG ON

<http://www.acclaimuk.com>

IN BRIEF

Although it was originally a PlayStation 2 hit, this new GameCube edition features many improvements, such as enhanced lighting effects, more detailed textures, a smoother frame rate and cars which look and move much better. If you want a serious driving game on launch day, *Burnout* is definitely the one to get.



DETAILS



1-2 Players 4 Blocks

Price:
TBC

Release:
3 May

Publisher:
Acclaim

Weaving through traffic at top speed is a lot more difficult than you might think



BURNOUT

ALL HAIL *BURNOUT*, PART OF THE NEW GENERATION OF RACING GAMES READY TO INJECT SPEED AND EXCITEMENT INTO YOUR GAMING DIET.

If you thought the GameCube was all about cute and cuddly gaming, think again. *Burnout* is part of a new breed of Nintendo games which are ready to bring the 'cool' factor to the 'Cube. Inspired by the fastest, most deadly Hollywood car chases of all time, this is the essence of seat-of-your-pants racing, delivered with a breakneck turn of speed.

Comparisons have been made to the *Ridge Racer* series, and it's not hard to see why. Both games feature fast, arcade-style controls which make the game instantly playable.

However, *Burnout* dispenses with sterile tracks and takes the racing onto the highways of America and Europe, complete with realistic traffic using both sides of the road. Your mission is to race three other petrol heads and to show the skill and nerve needed to survive 150mph near-

misses with on-coming vehicles. This may sound like suicide, but along with power-sliding it's the only way to fill the Burnout gauge which, once full, triggers a spectacular speed boost.

It's a neat trick because, without earning speed boosts, it's damned hard to unlock the later races. But at the same time the increased speed potentially puts you in control of a car which is moving too fast to be controlled accurately. The skill lies in learning the courses and knowing where to safely use the boost.

Things are further complicated by the psychotic racing tactics of your rivals who think nothing of ramming you into other cars, especially if you happen to be racing alongside them. Still, it's extremely satisfying to nudge them into the path of a lorry and hear the sound of the impact fading into the distance as you power away.



The special effects are incredible and add a real sense of realism to the game



□ Mirror, signal, manoeuvre, crash



□ Visually, this game is a real gem

NINTENDO
GAMECUBE

At the end of a stage it's possible to watch a replay of your driving skills. Very satisfying

"BURNOUT IS AN AMAZINGLY PLAYABLE GAME."

CRASH REPLAYS

Playing *Burnout* inevitably means crashing into other vehicles and, when you do, you'll be treated to an instant replay of your latest foul-up showing every part of your impact in spectacular detail. Windows shatter, metal crumples and cars flip and ricochet in an astonishingly detailed way which looks more like an episode of *Police, Camera, Action*. Luckily, once the replay is finished your car is restored to its pristine condition, ready for you to total it again.



□ The crash replays are one of the best features in *Burnout*



One thing to bear in mind is that the cars all drive on the right-hand side of the road



It's a thrill to blast past a lorry at 105mph and not be sure what's around the next corner

► The game's main single player attraction, the massive Championship mode, is broken into six Grand Prix races, each featuring three distinct stages. Opening all the tracks in *Burnout* then involves finishing in a certain position in each of the Grand Prix races.

Burnout also features a split screen two player mode, along with Time Attack and Single Race options which add extra life to this driving experience. Earning all ten racing cars on offer in *Burnout* involves taking part in the original Face Off mode, which is a fierce race against another car with the winner taking the loser's motor. **Rich Marsh** IGN

VERDICT

GOOD	■ Jousting with on-coming traffic is both scary and exciting, in a warped kind of way.
+	■ If this is what GameCube racing games look like, then count us in.
BAD	■ The choice of ten usable vehicles is a bit on the stingy side.
-	■ The checkpoint counter still counts down during the lengthy replays.
FUN	<i>Burnout</i> is a textbook definition of high-octane racing fun.
VALUE	There's nothing else like <i>Burnout</i> on the shelves at the moment.
LIFE	Learning the tracks and how the traffic moves takes ages. Multiplayer, too.

Burnout is an amazingly playable game that'll turn you into the maddest, baddest driver this side of *The Fast and the Furious*. The best Nintendo racer for ages.

9

Ten motors are available for you to use in *Burnout*

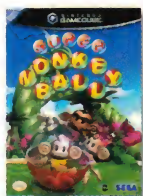
LOG ON

<http://www.sega.com>

IN BRIEF

Here's the score. There's a cute monkey in a ball and he needs to get from point 'A' to point 'B' before the clock hits zero. All you have to do is guide him there using nothing more than the GameCube controller's 3D Stick. *Super Monkey Ball* is a simple idea from the coders at Sega that'll have you hooked and begging for more monkey-based thrills.

DETAILS



Price:
£44.99

Release:
3 May

Publisher:
Sega



Super Monkeys. In balls. This colourful video game is a stroke of genius

SUPER MONKEY BALL

THERE ARE TWO SEGA LAUNCH TITLES FOR NINTENDO'S GAMECUBE, AND THIS IS THE ONE THAT YOU WON'T KNOW MUCH ABOUT. BUT *SUPER MONKEY BALL* IS AS MAGICAL AS ANY BLUE HEDGEHOG.

If you haven't discovered the thrills of controlling a monkey inside a ball, then it's time to find out what you've been missing. This is a game that deserves to be played to death.

For the uninitiated, *Super Monkey Ball* is best described as a game of skill where you choose to play as one of four agile apes; Aiai, Gongon, Meemee or Baby.

All four cartoon chimps are different weights and this has a dramatic effect on how fast they roll and how sharply they turn.

Your chosen primate is encased inside a translucent ball which you have to roll around the level, guiding the monkey to its goal in a specific time limit using only the 3D Stick. The ball physics are spot on and they roll around the twisting levels in an incredibly realistic way.



Check out the cafés in the foreground. They're filled with monkeys chowing down

NINTENDO
GAMECUBE

MORE MONKEY MANOEUVRES

Once you get good at handling your monkey you'll want to see the bonus levels at the end of each difficulty setting. These are unlocked by completing the levels without using a continue. The bonus stages look superb as they're all constructed from transparent, glass-like platforms. If you want to get a really high score then you'll need to master these sections. It's the only way to be a true monkey champion.



❑ The Extra stages are set in space on these polished glass platforms



❑ Monkey Bowling is one of the best multiplayer video games, period



❑ If battling's what you like, the non-stop action in Monkey Fight is for you



❑ Just as much fun as a barrel of monkeys

"SUPER MONKEY BALL IS A GAME WHICH DESERVES TO BE PLAYED TO DEATH."



The levels get really tough as you progress, with super-narrow platforms

► There are 90 single player levels, split across three difficulty settings. They range from simple square platforms with holes which must be avoided to a massive level which is shaped like the Sega logo. The later stages leave little margin for error as the platforms get narrower and you have to make your ape jump across gaps. If you can complete each difficulty setting without using a continue then you'll get the chance to have a crack at some bonus levels that are staged in outer space.

Once you've finished the single player levels you can choose to play the multiplayer games, most of which are great fun. There are six in all including

Monkey Bowling and Monkey Target which involves firing chimps at landing pads, with players being rewarded for accuracy.

The graphics in *Super Monkey Ball* are simple as the emphasis is on tense gameplay, rather than stunning visuals. The game looks sickeningly cute, though, and the candy-sweet characters and worlds may alienate older players. However, it's worth keeping an eye on the backgrounds as there are many nice touches such as a 'Cube caf' filled with partying simians.

If you fancy a game that's totally different then *Super Monkey Ball* is well worth a look. This deserves to be in every gamer's collection. **Dominic Wint** NOM

VERDICT

GOOD	■ Highly engrossing arcade action which is incredibly fast and addictive.
+	■ <i>Super Monkey Ball</i> 's a doddle to learn, making it easy to pick up and play.
BAD	■ Could have done with more bonuses and secrets in single player to add extra life.
-	■ The colourful graphics may be too cute for some of you to handle.
FUN	The only thing you need to use is the 3D Stick so it's playable straight from the box.
VALUE	Not a lot of replay value, unfortunately. You need mates to make it last.
LIFE	Once you master it there's not enough incentive to play the one player mode again.

Super Monkey Ball's original and fun. In multiplayer it's a barrel of laughs and the one player's great while it lasts. More replay value would have made this essential.

8



LOG ON

<http://www.activision.com>

IN BRIEF

When the GameCube launch day comes there'll only be one choice for fighting fans, and that's *Bloody Roar Extreme*. This classic series is now on its fourth outing and features stunning transformations where warriors change into fearsome beasts. This is the first time that *Bloody Roar* has appeared on a Nintendo console.

DETAILS



Price:
TBC

Release:
3 May

Publisher:
Activision



Using [L] allows you to block all but the most powerful attacks. Shame we didn't remember this

BLOODY ROAR EXTREME

AT LONG LAST NINTENDO GAMERS CAN LET LOOSE IN A PROPER 3D FIGHTING GAME AND ENJOY THE PLEASURES OF HARDCORE FISTICUFFS.

The Nintendo 64 was starved of quality fighting games, but the GameCube looks set to change this with both *Super Smash Bros. Melee* and *Soul Calibur 2* around the corner. But if you need the thrill of gory, close-up combat on launch day, *Bloody Roar Extreme* is ready to get you fighting like a demon.

Like in the previous three *Bloody Roar* games, the line up of fighters is a motley collection of mutants called Zoanthropes. There are 16 fighters in total, including two brand new freaks, and all of them share the ability to transform into combinations of man and beast. Once in animal form the brawlers are more powerful and equipped with new moves.

Within the mighty morphing 16 fighters you'll find Jenny, the feisty blond who changes into a bat, Yugo the skater dude who transforms into a wolf and the biker Shina who has leopard blood pumping through her veins. Also expect a chameleon, lion, tiger and rabbit, along with hidden characters who can be unlocked as you play.

The ability to change into a battling beast plays a vital role in *Bloody Roar Extreme*.

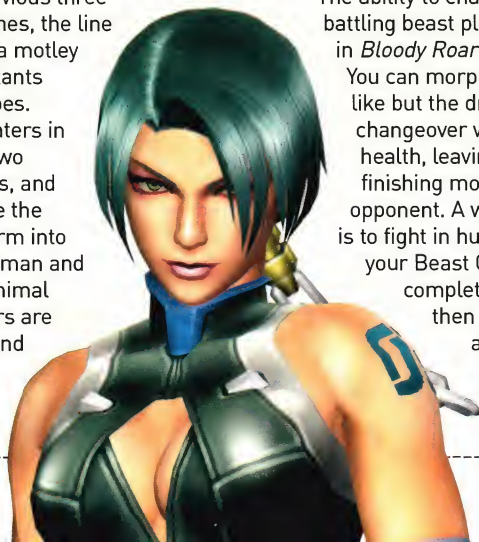
You can morph any time you like but the dramatic changeover will drain your health, leaving you open to finishing moves from your opponent. A way around this is to fight in human form until your Beast Gauge is completely full, which then gives you a set amount of time to go on the rampage.



Eye candy is back on the Nintendo gaming diet as Ukiro lays into Stun



The animations are fast and fluid, and the blows look as if they really hurt



NINTENDO
GAMECUBE

"CONTROL IS TIGHT AND FAST,
MAKING FOR SOME QUICK
COMBOS AND AGILE MOVES."



Knowing when to transform plays a
crucial role in the game



Bloody Roar Extreme is all about
building unstoppable combos



- Control in *Bloody Roar Extreme* is tight and fast, allowing players to unleash quick combos and agile moves. Each fighter has roughly 20 attacks which are based around punching, kicking and throwing. All moves are pulled off by moving the 3D Stick and pressing **A**, **B**, **X** and the **Y** button.

Some characters, such as Long, Uriko and Shenlong, are more suited to *Bloody Roar* virgins as their attacks are performed using short button combinations which allow fluid movement from one attack to the next. The other fearsome fighters rely on longer

combinations, some of which are up to ten button presses long. No matter who you choose you'll be treated to quality special effects and top drawer animation, all delivered at a constant 60 frames per second.

The game also delivers an impressive range of gameplay options. The main quest is the Arcade mode where the story revolves around a tournament to find the hardest Zoanthrope. Add to this a Versus mode, Time Attack, Survival, Team Battle, Vs Team Battle and training options and you've got a fine fighting package to savour. **Rich Marsh** NOM

RUCK LIKE A BEAST

Although the eye candy is always pleasing in *Bloody Roar Extreme*, things are taken to another level when you execute a deadly Beast Drive move.

These attacks can only be unleashed when you're a beast, and once the attack is over your character reverts to human form. Beast Drives are useful for finishing off opponents, but they shouldn't be unleashed when you're on your last legs or you'll change back to human form with virtually no health.



❑ You revert to human form after
executing a formidable Beast Drive



Using a Beast Drive at the
wrong time could leave
you open to a deadly strike

VERDICT

GOOD	■ It hasn't got any cute characters but it does have fast and violent combat.
+	■ Compared to anything on N64 this is razor sharp, turbo-charged gaming.
BAD	■ Pulling off some of the complex moves is more to do with luck than judgement.
-	■ The soundtrack is horrendous, boasting some outdated '80s rock numbers.
FUN	If you can press buttons you'll instantly enjoy this thrilling game.
VALUE	There's no competition if you want to play a fighting title on the GameCube.
LIFE	The single player is just hard enough and two player fighting is very satisfying.

Playing *Bloody Roar Extreme* is a fast, frantic blast of fresh air, with effects and animations which bring the game to life. It's also tough to master, adding extra life.

8

LOG ON

<http://www.bam4fun.com>

IN BRIEF

Driven features F1-style racing with an arcade feel, and is based on the recent Sylvester Stallone film of the same name. A great sense of speed combines with a selection of challenging circuits to give gamers a worthy racing challenge. This GameCube speed fest puts the original movie to shame.

DETAILS



There's a huge range of beefed up racing monsters to choose from in this highly recommended speed fest

1-2
Players

5
Blocks

Price:
TBC

Release:
3 May

Publisher:
Bam!
Entertainment

DRIVEN

IT'S BASED ON ONE OF SLY STALLONE'S CHEESIEST MOVIES, BUT THIS GAME'S BETTER THAN THE FILM.

Games based on popular movies can go one of two ways. They can either be useless cash-ins which offer sub-standard gaming – remember *Mission: Impossible* on the Nintendo 64? – or they can be great and innovative titles in their own right, such as Rare's classic *Goldeneye 007*. *Driven* is a fine example of how movie tie-ins don't have to end in tears because this game is much better than the disappointing movie it's based on.

Like the film, the game follows the exploits of Joe Tanto, a washed-up champion who's lured back to the racing scene to help a struggling young hot shot by the name of Jimmy Bly. Jimmy's suffering a disastrous dip in form and it's up to Tanto to guide him back to the fabled racing Zone.

The Zone is where man becomes one with his machine and where the winning edge is found. Getting into the Zone means driving with total



In *Driven* the lower the camera, the faster the game feels

NINTENDO
GAMECUBE

Action on the traffic filled streets of New York City



The steering is forgiving, but it's still easy to crash



The trackside buildings are solid enough but they're lacking in detail

"THE SENSE OF SPEED MAKES THIS IS A GOOD CHOICE FOR ARCADE RACING FANS."

- concentration to make sure that your car stays on the track and doesn't hit other vehicles on the road. Once in the Zone, you can push your car harder and faster.

Each race starts with an empty Zone gauge in the bottom left of the screen which gradually fills if you drive well. Once this gauge is full the outer edge of the screen will blur as your car suddenly becomes faster. And it'll stay like this until you make a wrong move.

To the game's credit the handling is fairly forgiving, with quick and accurate steering that's neither too twitchy nor sluggish. However, if you want to win you'll need to work on your racing lines as some of the tracks are incredibly tough. The trackside detail isn't amazing but it's

more than adequate, with nice lighting which makes the most of what's there.

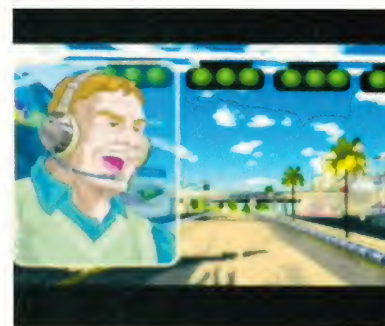
The Story mode takes place over 12 races, ranging from the streets of New York to a German forest track, each of which is objectively led. Racing challenges include staying in the Zone for a set time, finishing a race in the top three or even beating your rival in a street race.

There are 12 hidden drivers to unlock, each with a different car. Winning medals in the Arcade mode is the only way to do this and it's a good reason to return to the game once the Story mode is fully completed. There's also a two player mode which is just as speedy as the one player game; fast enough to make your eyes bleed. **Rich Marsh** NOM

LISTEN UP

Driven on the Nintendo GameCube features a banging soundtrack to complement the high speed action. And, as if that wasn't enough, the game also contains numerous speech samples which have been provided by the cast of the Hollywood film, including Sylvester Stallone himself.

Needless to say, many of Sylvester Stallone's in-game comments contain a high cheese quota, but they still work a treat. Are you going to refuse to drive into the Zone if Sylvester tells you to? Also worthy of mention are the two inane race commentators who are on hand to link the game's entertaining Story mode.



The two race commentators know all the clichés in the book, and they aren't afraid to share them with GameCube players

VERDICT

GOOD	■ <i>Driven</i> bombs along with an impressive turn of speed and the cars handle well.
+	■ The Zone effect rewards good driving and makes <i>Driven</i> different to other racers.
BAD	■ The speed blur is over used and hides the mediocre trackside detail.
-	■ Staying in the Zone can be tough as one mistake cancels the effect.
FUN	The Story mode has some nice touches, including Stallone's cheesy voiceover.
VALUE	There's nothing else quite like <i>Driven</i> amongst the GameCube launch titles.
LIFE	Winning the championship takes skill, as does unlocking all the drivers.

Driven's genuine sense of speed makes the game a worthy choice for fans of arcade racers. That said, the game could do with more tracks to add extra life.

8



LOG ON

<http://www.uk.ea.com>

IN BRIEF

Choose an NBA team from the 29 on offer and take part in a three-on-three contest out on the mean streets. You'll need to master some crazy dunks and smooth moves if you want to be crowned king of the court. This is the first basketball title to appear on the GameCube, with amazing graphics which show just how far video games have come.

DETAILS



Price:
£44.99

Release:
3 May

Publisher:
EA



NBA STREET

NBA STREET IS COMING TO THE GAMECUBE TO PROVE THAT BASKETBALL ISN'T ALL ABOUT ROSTERS, TWO POINT FOULS AND TIME OUTS.



☐ Before you begin a match you'll be asked to pick three players from your squad

NBA Street takes basketball out of the multi-million dollar arenas and puts it back on the streets. This is three-on-three, 21 points to win, no fouls, anything goes basketball. You can bump, dive, grab, shove, Alley-Oop and dunk as much as you like, with no interfering referees.

There are 29 NBA teams to play with in two single player modes, City Circuit and Hold the Court. City Circuit is the main part of the game where players defeat the opposition to move through the ranks. The first challenge is to beat a set number of league teams before moving on to a final against the local street side. Beating the street players unlocks secret characters and NBA stars such as Michael Jordan which can then be included in your line up. You can also win Development Points which can be used to craft your very own basketball star.

The Hold the Court mode is a knock out tournament where you have to take on a

NINTENDO
GAMECUBE

TEACH ME SKILLS

Before you get going in *NBA Street* you might want to check out the Street School as it'll teach you all the basic skills you need to win on the courts. There are 17 different moves to master, from the basic pass and shoot through to the more advanced Fade Away jump shot and Alley-Oop. A brief description of each move is given before you begin training, along with the button presses required to execute it.



❑ Street School is a great place to start as it shows you all the moves you need



❑ Long Range shooting is a great skill. Here, Shaque demonstrates the move

"THERE'S SOMETHING
IN *NBA STREET* TO
PLEASE EVERYONE."



The two player game is great fun and you can show off your mad skills to your mates

❑ The Gamebreaker moves give you loads of points and will help you to unlock secret players

VERDICT

GOOD	■ <i>NBA Street</i> features simple controls which make the game instantly playable.
+	■ A comprehensive selection of NBA teams as well as hidden NBA players.
BAD	■ There aren't enough game modes.
-	■ Some advanced fakes and dunks require tricky button combinations, such as the Dinner's Served Dunk (L + R + Z + B).
FUN	Head for the Street School and learn the moves, then this game becomes a joy.
VALUE	There aren't that many game modes but the City Circuit takes time to complete.
LIFE	There are three difficulty settings and the game is a challenge on easy mode.

There's something in *NBA Street* to please everyone. It removes all the rules and regulations that slow the game down and makes basketball more fun.

8

look cool as the player dunks the ball and grabs hold of the rim as sparks fly around the court.

The music in *NBA Street* is a groovy mixture of street sounds and phat beats, including wicked tunes by DJ Food and The Herbaliser which create the illusion that you're playing on a real street court, with the hustle and bustle of the world passing by. **Dominic Wint** NON



- succession of skilled NBA sides. Both City Circuit and Hold the Court use the same techniques and tricks and they're both great fun to play, especially once you master the fakes and tricks that can really add hustle to your game.

As you tear around the courts you can increase your Boost Meter by performing outlandish dunks and steals. Once your Boost Meter reaches full capacity you'll be given an awesome Gamebreaker move that's performed by holding down the two shoulder buttons and pressing B. A Gamebreaker basket piles on the points and also looks superb.

NBA Street looks great – with an excellent mix of realistic animation and mad moves – and the players burn around the courts in a very realistic way. There's an impressive instant replay when you pull off a steal or tough passing manoeuvre, and the Gamebreaker moves



LOS ON

<http://www.nhlhitz.midway.com>

IN BRIEF

From the east to the west coast, the boys from the NHL are over the top and over here in this Nintendo GameCube port of the arcade original. Three-on-three action, bone crunching moves and four player rink battles are all on offer in one of the most playable sports simulations ever released on a home video games console.

DETAILS

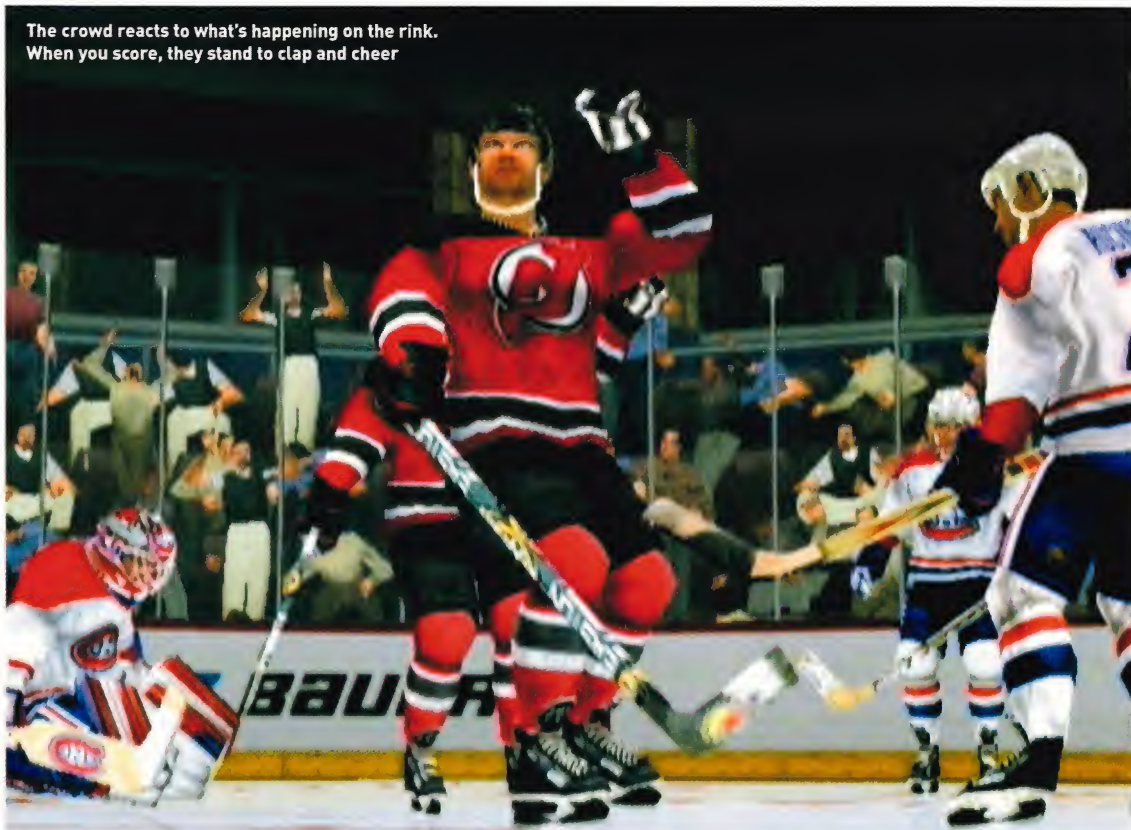


Price:
£39.99

Release:
3 May

Publisher:
Midway

The crowd reacts to what's happening on the rink. When you score, they stand to clap and cheer



NHL HITZ 20-02

TOUGHER AND ROUGHER THAN ANYTHING YOU'VE SEEN BEFORE, ICE HOCKEY COMES TO THE GAMECUBE IN AN OVER-THE-TOP ARCADE BELTER.

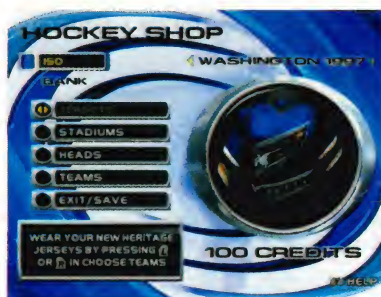
One of the biggest disappointments for British N64 sports fans was Midway's decision to cancel the bone crunching US footy game, *NFL Blitz*. Fortunately the *Blitz* series has been spared permanent isolation from the GameCube scene because *NHL Hitz 20-02* is tearing onto the rink for some major ice hockey mayhem.

The game kicks off in fine style, thanks to a bruising NHL movie which is accompanied by the dulcet tones of Limp Bizkit's *Rollin'*. At last Nintendo has made a console capable of quality FMV, and this movie certainly gives the extreme sports videos in *Tony Hawk's Pro Skater 3* a run for their money.

But despite all the effort that's gone into this edition – including the 3D crowd reactions which are right out of the top drawer – *NHL Hitz 20-02* is just another arcade game which is great fun if you've got a few minutes to spare. It

doesn't retain its addictiveness over the long haul, especially as you'll need expert NHL knowledge to answer the trivia quizzes which unlock the game's secrets, making it hard for UK gamers to get the most from this title.

But, if you're looking for instant gratification, this game is a peach. Exhibition mode puts you straight out



☐ If Lady Luck is shining on you when you answer the trivia questions you can win credits to unlock arenas and classic shirts



☐ All your favourite NHL teams are in the game

NINTENDO
GAMECUBE

OUT IN THE CROWD

Always keep an eye on the crowd because some spectators carry placards which are your key to finding secrets in *NHL Hitz 20-02*. The spectators turn these placards over as your team steps onto the ice, revealing messages. These codes can then be entered on the team match up screen for delights such as big heads, pinball boards and a snow mode.



❑ Secret crowd signs are your key to secrets in *NHL Hitz*

"THERE'S NOT ENOUGH IN *NHL HITZ 20-02* TO WARRANT SPENDING FORTY QUID. RENT IT INSTEAD."



❑ Blast the puck quickly into the back of the net and you'll be treated to a close up replay of your stunning goal. Pick that one out, 'keeper



❑ The finishing moves are satisfying

VERDICT

GOOD	■ The controls are so easy that you'll be scoring goals within a couple of minutes.
+	■ The violent moves you can perform make for some hilarious sporting moments.
BAD	■ Most gamers won't know any ice hockey trivia, making progression difficult.
-	■ Beating good computer sides is so hard that it sometimes ruins one player games.
FUN	Buy a friend if you have to because this is a must in multiplayer.
VALUE	It's the only GameCube ice hockey sim, but not quite a classic in its field.
LIFE	Four game modes, but only multiplayer matches will keep you interested.

Ice hockey fans will lap this up and it's a great laugh in short bursts. But the game lacks the long term playability and options to make it a vital launch day purchase.



prepared for three-on-three mayhem

► on the rink in a friendly, while the Skills option allows you to polish your shooting and skating in a selection of mini games. There's even a Franchise option where you can create a team of your own and march them all the way to the Stanley Cup, the NHL's equivalent of the coveted Premier League trophy.

The action in *NHL Hitz 20-02* is fast and violent. Body checking and hooking are part of the fun and, as the referee doesn't get involved in scuffles, each vicious move doubles the fun, especially if you put your opponents through the boards.

Everything in *NHL Hitz 20-02* screams over-the-top, from the fights and finishing moves to the intermittent commentary and 'on fire' players which appear if you score a succession of goals. Scoring is quite tricky, though, so charging up the rink and shooting blindly won't win you many matches. Playing the puck around and making space is the key to success.

It's a real shame that there's not enough in *NHL Hitz 20-02* to warrant spending forty quid, so you'd be better of renting the game instead. **Tim Street**



LOG ON

<http://www.acclaimuk.com>

IN BRIEF

Crazy Taxi was originally a hit in the arcades and on Sega's beleaguered Dreamcast console.

Just like the Dreamcast edition, the GameCube version comes complete with a brand new city which didn't appear in the arcades and all the playability of the coin-op original. But don't expect anything new because this is a direct port.

DETAILS



1 Player
8 Blocks

Price:
TBC

Release:
3 May

Publisher:
Acclaim



Crazy cabbie Axel is named after the lead singer from '80s glam metallers Guns n' Roses

CRAZY TAXI

CAN A PORT OF A TWO YEAR OLD GAME BECOME A GAMECUBE HIT? WE DON'T THINK SO, NOT UNLESS YOU LIKE LIVING IN THE PAST.

If the idea of burning around two massive interactive worlds as a heavy-footed taxi driver fires your engine, then *Crazy Taxi* might be worth a shot. But if you're expecting something different from the version that appeared on Sega's Dreamcast console then you'll be disappointed because this is an exact replica.

Like most games that begin life in the arcades, *Crazy Taxi* is easy to pick up and play. As one of four colourful cabbies you must scour the streets for people wanting a ride. You'll know the punters by the dollar sign floating above their heads and the coloured box which surrounds

them. If the dollar sign is red then your passenger's drop-off point is close, while a green icon means that you've got a long and lucrative trip ahead. The size of the coloured box indicates how tough the journey will be.

Once you've ground to a halt inside a coloured box the punter will jump inside your cab and a picture of their destination appears, along with an arrow which points towards to their drop-off point. Each ride is also under a strict time limit and it's your job to get your passenger to their destination before the clock runs out.

Each journey is graded and, depending on how well you do, more time is added to the game's countdown



NINTENDO
GAMECUBEFollow the green arrow, no
matter what gets in your way

"MONEY'S EARNED BY DRIVING IN AN INSANE MANNER."

► clock. And because *Crazy Taxi* is all about earning money it's vital to get your fare to their destination quickly. Oh, and try not to crash into the thousands of other cars which clutter up the busy city streets.

More money can be earned by driving in an insane manner which your passengers appreciate. This means power sliding around tight corners, driving down the wrong side of the motorway, narrowly missing other vehicles on the road and jumping over cars and obstacles. At the end

☐ A green Speedy rating is the best you can get

of each session your driving skills are marked and a licence awarded, with an Awesome class being the best.

The two massive cities in *Crazy Taxi* offer different play modes, with the choice of using the arcade rules or opting for a three, five or ten minute session.

On top of all this is the Crazy Box which is packed with difficult driving challenges to master, from jumping huge chasms to delivering three customers through heavily congested traffic. **Rich Marsh** NDS

DRIVING TIPS FOR NUTTERS

If you want to be a master cabbie then you'll need to practice four special manoeuvres. The most important is the Crazy Dash which gives your car a short and sweet burst of speed. To perform this first release the **R** button accelerator and quickly shift from reverse, the **B** key, to drive, the **A** button, before hitting the gas again. To power slide, quickly shift from reverse to drive while steering left or right. The Crazy Back Dash, which allows your driver to make a hasty retreat, works by shifting into reverse after performing a Crazy Dash.

☐ Pedestrians always manage to dodge at the very last moment

VERDICT

GOOD	■ Great fun to play right from the off, with a colourful fun filled city to drive around.
+	■ It has that 'just one more' go factor which makes <i>Crazy Taxi</i> hard to put down.
BAD	■ This is a port of the Dreamcast game with no added extras or graphical polish.
-	■ A multiplayer mode would have been the icing on the cake, but there isn't one.
FUN	This is all about having a laugh while driving like a complete lunatic.
VALUE	It's the only taxi driving launch game, and it's still the best on the market.
LIFE	If you like the game's style you'll pick this up whenever you're bored.

If you've played previous versions of *Crazy Taxi* then there's no point in buying this. And even if you haven't, you should ask where are the GameCube extras.

6



LOG ON

<http://www.acclaimuk.com>

IN BRIEF

Dave Mirra is to BMX what Tony Hawk is to skateboarding. In this first GameCube installment of his extreme sports series, *The Miracle Boy* challenges you to follow in his footsteps and become a pro BMX champion. But with dozens of dangerous stunts and tricks to master, becoming a BMX king takes time and lots of practice.

DETAILS



1-2
Players



4-13
Blocks

Price:
£44.99

Release:
3 May

Publisher:
Acclaim



DAVE MIRRA FREESTYLE BMX 2

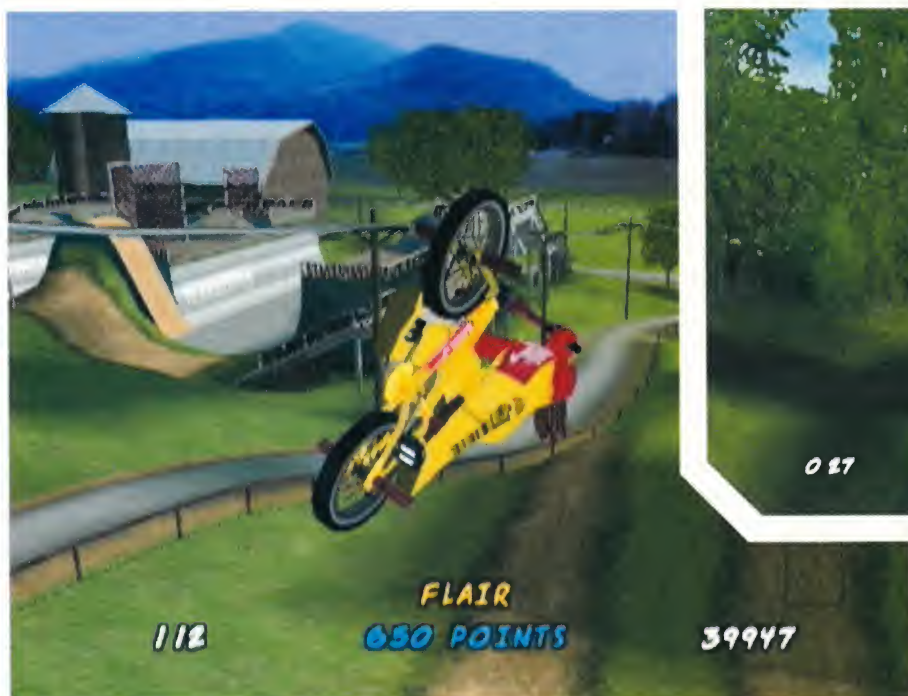
IF YOU'RE TIRED OF SKATEBOARDING YOU MIGHT LIKE TO TRY YOUR LUCK WITH TWO WHEELS IN THIS BMX-BASED EXTREME SPORTS SIMULATION.

With so much attention being paid to Tony Hawk, you'd think that skateboarding was the only extreme sport around. Dave Mirra would like to set the record straight and give BMX biking equal billing. What a shame, then, that this lacklustre title is all he can offer.

After choosing one of the 14 pro BMXers on offer, you have to ride around levels as diverse as the train yard (complete with moving freight wagons that you have to jump over) and the Devil's Peak mountain with its red rock formations. The courses are huge but they're incredibly bland, with sparse scenery and unimaginative layouts.

The key to success is completing challenges which cover all the skills a BMX rider needs such as manoulling, grinding and big air tricks such as the Backflip or the insane-looking Flair. Many levels also feature a few of Dave Mirra's biking buddies who roam around, and if you speak to them they'll give you a new challenge to complete. Each goal earns you Respect Points, and you need 5,000 of these



NINTENDO
GAMECUBE

□ All the levels are huge but it's a pity that there's not much going on. It's just you and your bike

"IF THE SOUNDTRACK'S ANYTHING TO GO BY, BMX RIDERS MUST LOVE TO ROCK."

► to unlock the best bikes. Achieving all the goals will earn you secret courses and hidden riders such as Amish Boy.

Handling the BMX is a chore as it moves awkwardly and has an enormous turning circle, making it tough to perform tight manoeuvres. There are also inconsistencies in landing the tricks; occasionally it'll appear that you executed a move perfectly, only to be told that you need more height. On the other hand you can pull off a Backflip on a flat surface with only a small amount of speed, which is very unrealistic.

There are also 13 turn-based multiplayer games to try, each rider being given 30 seconds to prove themselves in challenges such as the longest wheelie, biggest air or farthest jump. Like the single player game these match ups are dull, with no real feeling of atmosphere or competition.

If the soundtrack's anything to go by then BMX riders love to rock with artists such as Ozzy Osbourne and The Cult providing the noisy backdrop. There are some great songs in *Dave Mirra 2* and the soundtrack's one of the game's best features. **Dominic Wint** NOM

WHERE DID YOU COME FROM?

Dave Mirra Freestyle BMX 2 features many hidden secrets for players to discover. To unlock a new level you first have to complete a set of challenges on the previous stage. At first you simply have to crack the Amateur tasks but, as you get further into the game, you'll be asked to beat the tough Pro challenges to progress.

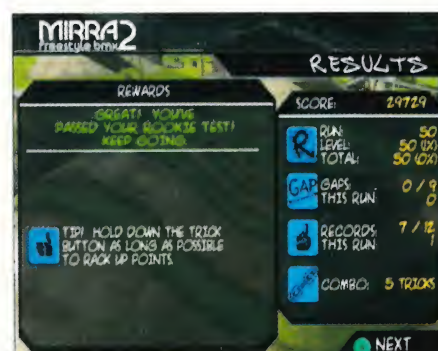
If you want to unlock one of our favourite riders, the bearded Amish Boy, you'll have to complete all the tasks on all the levels with a single character. Are you up to the challenge?



□ The Amish Boy uses a rubbish wooden bike but it doesn't affect his stunting skills



□ If you want to beat your friends in the two player mode you'll have to pull off some amazing stunts



□ Rookie Test requires you to get a certain number of points before you can compete in the Proquest

VERDICT

GOOD	■ Impressive number of riders and tricks with some challenging tasks to complete.
+	■ The bikers have excellent faces which look almost like the real people.
BAD	■ The bike handles awkwardly. It takes ages to turn and it sometimes bounces off rails instead of grinding them.
-	■ The levels are totally lifeless.
FUN	The tough controls and riders' tendency to fall off robs this game of all its fun.
VALUE	Huge levels and a large number of tricks make this a long game.
LIFE	It's an interesting challenge but it won't be long before you're aching for the Hawkster.

Dave Mirra 2 looks good but the lack of life in the levels makes for boring rides. The controls are frustrating and the game offers little excitement or challenge.

6

<http://www.uk.ea.com>

LOG ON

IN BRIEF

Taking road rage to new levels of carnage, *Cel Damage* puts you in control of madcap cartoon cars, allowing you to wreak havoc on any of the unfortunate souls who get in your way. To bash the opposition, players are given a huge range of weapons to collect which include axes, guns and bombs. This isn't a Sunday morning drive.



The multiplayer options give the game lasting appeal. When there are four human players the action is crazy

The axe is one of the best weapons as it can destroy your foes with a single blow

CEL DAMAGE

DON'T LET THE CARTOON GRAPHICS FOOL YOU. THIS GAME IS ALL ABOUT BEING THE DIRTIEST, NASTIEST DRIVER AROUND.

Crazy landscapes, violent crashes, deafening smashes, big guns and cel shading... that's *Cel Damage*. Choose from six original cartoon characters – including Violet the demon girl and Fowl Mouth the gangster duck – and lay waste to your hapless opponents.

Essentially, *Cel Damage* is a driving game where you have to score a certain number of points before your rivals in three events; Smack Attack, Gate Relay and Flag Rally.

Cel Damage is different to other driving games because the levels are littered with weapons which can be used to destroy the opposition. Smack Attack is all-out carnage as you have to destroy more cars than your opponents. The Gate Relay is as close to real racing as *Cel Damage* gets, challenging

players to drive under barriers before their rivals. And if you want something more original, the Flag Rally option has players hunting for moving tokens which must be returned to the winner's circle.

The stylish cel shaded graphics look impressive while the wacky characters and insane vehicles add a genuine sense of humour to the proceedings. *Cel Damage* also sounds good, with authentic explosions and realistic tyre squeals.

Cel Damage is frustrating in single player as the computer characters are much too savage, occasionally blasting you before you even get a chance to move. The multiplayer is by far the best part of the game, though, as there's nothing like tailgating your friends and skewering them with a spear. **Dominic Wint**



When a driver reaches their target the game freezes to give you a close up of the winner

VERDICT

GOOD



■ The cel shaded graphics look smart and give the game a unique style.
■ The multiplayer is great, making *Cel Damage* a game that you'll return to.

BAD



■ It would have been nice to have more worlds or multiplayer specific arenas.
■ The A.I. is downright cruel at times, hardly giving you a chance to get going.

Cel Damage is fast and fun. The characters are varied and there's a wicked sense of humour. It doesn't last long in single player but the multiplayer's cool.

7

DETAILS



1-4
Players



2
Blocks

Price:
£44.99

Release:
3 May

Publisher:
EA



LOG ON

None available

IN BRIEF

Let the infamous hiccuping cartoon bird, Woody Woodpecker, guide you around Universal Studios and take part in eight movie-themed games. Whether you love *Jaws*, *E.T. The Extra Terrestrial* or *Jurassic Park*, there's bound to be a film-based ride in this GameCube package that you recognise. There are also some puzzles and a movie quiz.



□ Woody Woodpecker is your guide around Universal Studios



□ The *E.T.* game is a lot like the classic arcade title, *Paperboy*

UNIVERSAL STUDIOS THEME PARKS ADVENTURE

WILL THIS GAME BRING ALL THE MAGIC OF UNIVERSAL TO YOUR 'CUBE?

Set in the Universal Studios theme park, this GameCube title allows you to spend a day trying eight of the rides, collecting stamps in your visitor's book for each one you complete. The games are all based on Hollywood blockbusters so, if you've ever fancied being on board the Orca in *Jaws* or fighting off hordes of hungry *Jurassic Park* dinosaurs, then this is as close as you'll get to the real thing.

Of the eight movies featured in *Universal Studios*, *Wild Wild West* is definitely the best. It's a target shooting game in an old frontier town where you compete against one of your mates or the computer. The other seven games, particularly *Backdraft*

and *Jaws*, offer little in the way of excitement and suffer from terrible controls.

Woody Woodpecker is your helpful guide as you explore the massive theme park, and he'll tell you where to go and what to do on each of the rides. Your feathered friend also introduces a bonus movie quiz and some compelling tile-matching puzzle games, both of which offer more entertainment than any of the cheesy rides.

Aside from some incredible fire and shadow effects in the *Backdraft* section, *Universal Studios* looks more like a Nintendo 64 title. There's no wow factor, making you wonder why anyone thought this game was a good idea. **Dominic Wint**



□ The quiz is one of the highlights, but most of the questions will go straight over a young audience's head



DETAILS



1-2 Players 3 Blocks

Price:
£44.99

Release:
3 May

Publisher:
Big Ben Interactive



VERDICT

GOOD



BAD



- The difficult Universal movie quiz is the only section which offers lasting appeal.
- All the movie-based games can be played in the two-player mode.
- The awful controls make this GameCube title almost unplayable.
- The graphics are nowhere near the standard we expect from the GameCube.

There was bound to be at least one awful launch game, and *Universal Studios* is it. The games are tedious and it's the worst looking GameCube title available.

3

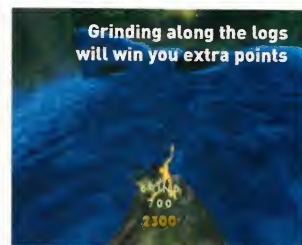
<http://www.ubisoft.co.uk>

IN BRIEF

The cute baby apes have been kidnapped and caged by a mad scientist, Oswald Gardner. Tarzan, the lord of the jungle, has been given the task of defeating Gardner and returning the young chimps to their families. But with only the smallest of furry loincloths for protection, Tarzan is about to face one of his biggest challenges.



Throwing spears is an essential skill for splitting vines and seeing off the bad guys



Grinding along the logs will win you extra points



Tarzan's a friend to all beasts, which is lucky or that hippo would have eaten him

DISNEY'S TARZAN FREERIDE

THE KING OF THE SWINGERS COMES TO NINTENDO'S GAMECUBE TO SAVE BABY GORILLAS. BE WARNED, THIS ONE'S STRICTLY FOR THE KIDS.

An evil scientist called Oswald Gardner has kidnapped all the baby apes from their families. Controlling Tarzan you have to travel through the wilderness, finding and freeing the captive apes and defeating Gardner's henchmen. Along the way you'll learn how to throw spears, wrestle jungle beasts and dodge bullets from the evil gang.

Disney's *Tarzan Freeride* features several distinct gameplay styles where the ape man is equally at home roaming the jungle floor as negotiating vicious white waters on a makeshift 'board. He can even water-ski on the lakes to avoid hungry crocodiles and poisonous snakes, swing from vine-to-vine and grind along branches to win extra points and bonus lives.

The jungle exploration levels look great and you can see for miles into the distance, but your route is predetermined and it feels like the whole adventure is on rails, simply requiring players to move forward and jump at the right time. The water stages are incredibly unforgiving because the collision detection is inaccurate, a particularly bad problem as this title is aimed at a younger, less patient audience.

The soundtrack is a tuneless tribal mix with lots of drums and animal noises, but it creates a decent atmosphere. The sound effects are good with realistic-sounding animals and some hilarious speech effects such as a hunter telling you that 'you can't outrun a bullet' in a comedy Texan drawl. **Dominic Wint**

VERDICT

GOOD



BAD



- Tarzan himself has a wide range of movements and he's well animated.
- The various gameplay styles mean that you'll never get bored.

- The predetermined platform levels feel like watching a movie, not playing a game.
- The water levels are too unforgiving and they can get incredibly frustrating.

Disney's *Tarzan Freeride* is for younger players but the unforgiving gameplay will put off most of them. That said, it still presents a challenge and for the most part it's fun.

6



The boss battles are few and far between and they're simple to complete by pressing the correct button combinations



1 Player



8 Blocks

Price:
£39.99

Release:
3 May

Publisher:
Ubi Soft

NINTENDO
GAMECUBE

<http://www.ubisoft.co.uk>

This GameCube adventure is based on the moody Batman cartoon television series and sees you in control of the Caped Crusader as he attempts to stop The Joker's evil plot to destroy Gotham City. Use all the Dark Knight's amazing gadgets, fly the awesome Batwing and drive the nippy Batmobile in this dark and stylish action adventure.

The gothic visuals make *Batman Vengeance* a real treat to look at

BATMAN VENGEANCE

THE DARK KNIGHT SWOOPS ONTO THE 'CUBE IN A NEW ADVENTURE BASED ON THE ULTRA COOL CARTOON SERIES.

That meddling maniacal menace, The Joker, has formulated a dastardly plan to destroy Gotham City. As Batman you must unravel the twisted plot and save the day, battling some of the Dark Knight's most fearsome enemies, including master criminals Dr. Freeze and Poison Ivy.

The main game is played in a third person view which sees the Caped Crusader hunting for clues and leaping gracefully between the rooftops of Gotham City. The Joker's goons lie in wait at every turn, so there's a healthy amount of hand-to-hand combat to break up the exploration.

No Batman game would be complete without being able to fiddle with his utility belt, and *Vengeance* allows players to use gadgets such as the Batwing, Batmobile, Batgrapple and Batarang. When using the

'grapple and 'rang the game switches to a first person view to help you steady your aim.

Although *Batman Vengeance* bravely mixes different game genres, it's a hit and miss affair with unresponsive controls and a slow camera which fails to keep up with the fast-paced action. The hand-to-hand combat is also disappointing and it isn't long before you end up bashing the buttons, rather than planning Batman's devastating attacks with due care and attention.

The graphics help create a tense atmosphere, with chunky characters, gothic-looking backgrounds and entertaining cut scenes which tie the levels together and remain true to the unique style of the cartoon series. While *Batman Vengeance* certainly isn't an essential purchase, fans of the TV series will lap it up. **Dominic Wint**

There are excellent flame effects and you'll have to be on your toes to dodge the deadly fires



Items that can be picked up give a yellow flash

VERDICT

GOOD



BAD



- Excellent gothic graphics which help create a moody atmosphere.
- An amusing and entertaining storyline which is played out in detailed cut scenes.
- Dodgy controls which make *Batman Vengeance* difficult and frustrating to play.
- The camera swings around wildly and fails to keep up with the action.

Batman Vengeance has the makings of a good game, but it tries to do too many things at once. What's left is a hotchpotch of styles which fit together awkwardly.

5

1 Player



2 Blocks

Price:
TBCRelease:
3 MayPublisher:
Ubi Soft



LOG ON

<http://www.vivendi-universal-interactive.co.uk>

IN BRIEF

Madcap platform adventures with the most famous marsupial in video game history in his inaugural visit to a Nintendo console. The evil scientist, Cortex, has shrunk the entire world using his Planetary Minimiser. Now Crash Bandicoot has to scour the planet and find the crystals which are needed to build a special ray and reverse the shrinkage.



One player, one cart.
Game saves to
battery back-up.



DETAILS

Price:
£34.99

Release:
Out now

Publisher:
Vivendi



Whatever you do, don't look into Crash's insane eyes. They'll make you do bad things

CRASH BANDICOOT XS

SONY'S ANSWER TO SONIC THE HEDGEHOG HOPS ON BOARD THE GBA BANDWAGON. BUT HAS HE REMEMBERED HIS TICKET TO THE LAND OF FUN?

Crash Bandicoot has been responsible for some of the best platform romps on Sony's PlayStation consoles. Now GB Advance owners are getting the chance to experience the joys of Bandicoot-style platform hopping in this stunning handheld quest.

This adventure sees you in control of a miniature Crash. His old adversary, the evil scientist Cortex, has shrunk the Earth using his new Planetary Minimiser. He aims to wipe the manic marsupial off the face of the planet but, as usual, Crash has got other plans up his sleeve.

Cortex is using special crystals to power his Minimiser machine and so Crash has to go on a hunt for more gems so that a new contraption can be

built that reverses the effects and returns the Earth to its normal size.

Crash has a huge range of special moves to help him tackle Cortex's minions. He runs left and right using the D-Pad, **A** makes him jump and **B** is used to unleash his spin attack. As you get further into the game you can learn new moves such as the Super Body Slam which can destroy multiple enemies in a single blow.

The locations range from standard side-scrolling levels to pseudo 3D worlds where Crash either gallops towards the screen or flies away from it. All the levels look fantastic, making *Crash Bandicoot XS* the most visually impressive GBA game to date.

This massive adventure is spread across 20 levels, each one divided into



☐ Get wet in the swimming levels



Time your daring jumps carefully

"ALL THE LEVELS LOOK FANTASTIC, MAKING *CRASH* THE MOST VISUALLY IMPRESSIVE GBA GAME TO DATE."



GAME BOY ADVANCE

The attention to detail in this GB Advance platformer is stunning



Crash is in danger of becoming a shark snack

► four worlds with five stages and a beastly boss to defeat.

One of the most impressive things about the game is the learning curve. Crash veterans will find enough in the early levels to test them, but even newcomers won't be daunted by the challenges. The difficulty level then rises evenly as you progress through the game.

The background music is a mix of pop and reggae, with tribal drums and laid back basslines that sound particularly good through headphones. Crash makes a funny squeak when he's hit and there are some explosive effects to listen out for. The sounds in this colourful quest top off an exceptional GB Advance platformer package. **Dominic Wint**



Land heavily on the wooden boxes to reveal the treasures inside



There are a wide variety of levels to crack in *Crash Bandicoot XS*



Crash can spin on the spot like Wonder Woman. He's not as fit, though

HE'S COMING RIGHT FOR US

The best looking scene in *Crash Bandicoot XS* is the amazing polar bear chase through frozen arctic tunnels. The game switches to a head on view with Crash hurtling straight towards the screen on the back of a tiny polar bear. The action comes at you as fast as a freight train as you try to dodge electric fences, nitro boxes, camp fires and killer penguins. This is one of the GBA's finest moments to date.



VERDICT

GOOD



■ Stunningly good looking, with vivid colours and well animated sprites.
■ Great learning curve which gently guides gamers through the early levels.

BAD



■ Many sections require spot on timing which may frustrate some players.
■ The scenery can obscure your view, making tough jumps even harder.

FUN

Like having all your birthdays at once. Easy to pick up, impossible to put down.

VALUE

This one's going to last a long time as the later levels get fiendishly difficult.

LIFE

You'll want to spend time with this game. Believe us, it's well worth it.

Crash Bandicoot XS sucks you in and doesn't let go until you have a huge smile on your face. He may be a Sony hero, but GBA owners must embrace the Bandicoot.

9

LOG ON

<http://www.uk.infogrames.com>

IN BRIEF

Whilst adventuring with his mate Huepow, Klonoa is seized by the minions of the evil Emperor Jillius for the heinous crime of... dreaming. It seems that in Jillius' kingdom nocturnal brain activity is strictly forbidden. Outraged, Klonoa takes matters into his own huge yellow hands, travelling to five different worlds featuring over 40 levels and big boss monsters.



☐ Klonoa likes nothing better than inflating a hapless Moo with one of his well-aimed wind-bullets. The Moo, however, is less enthusiastic.



☐ The bosses are easy. Just whack 'em three times



The float-boarding levels are lots of fun, but they're over in a flash and there's no time to admire the scenery

KLONOA EMPIRE OF DREAMS

IS KLONOA'S AWESOME WIND POWER THE LATEST PLATFORMING CRAZE, OR JUST AN EXCUSE FOR FARTING IN PUBLIC?

What is it with platform heroes and ears? Rayman, for example, may be lacking in the limbs department, but he makes up for it with two dangling yellow flaps that propel him through the air with impressive force.

Likewise Klonoa, the cat like creature with a Mario-taunting, backwards baseball cap and baggy dungarees, is blessed with a huge set of ears that enable him to hover and float. Klonoa's lugholes have already wafted him through adventures on the PlayStation and PS2, and now he's priming them for GBA.

The actual gameplay is a mixture of old-school platforming running and jumping, spiced-up with block-moving puzzles. Aside from his ear-based floating ability, Klonoa's weapon of choice is the wind-bullet, an unusual move that enables Klonoa to double bounce on the inflated bodies of his victims. The resulting gassy whiff is a small price to pay for bashing those baddies.

The puzzle elements involve Klonoa arranging boxes in order to reach platforms and find keys. On each of the five worlds you'll also find the pace of the game's shaken up a little with mad float-boarding levels that combine well with good old fashioned side-scrolling dashes to the finish that will have you screaming with fury each time Klonoa gets squished. Not a bad game by any means, but there are certainly more thrilling experiences to be had on the GB Advance. **Maura Sutton**



☐ Collect the gems to unlock secrets



☐ You can re-enter worlds via the map screen

VERDICT

GOOD

+

BAD

-

- A bright, happy game with lashings of charm and crystal-clear graphics.
- Challenging gameplay will keep you head-scratching and button-bashing.
- Level design lacks variety. Each world tends to blend into the next.
- The mixture of puzzles and platforms can be frustrating at times.

Klonoa's a chirpy and challenging platformer, but it can't compare to the likes of Rayman Advance and Super Mario Advance 2. It's fun, but far from compelling.

7



Battery save takes you to the start of the last level played.



Price:
£29.99

Release:
Out now

Publisher:
Infogrames



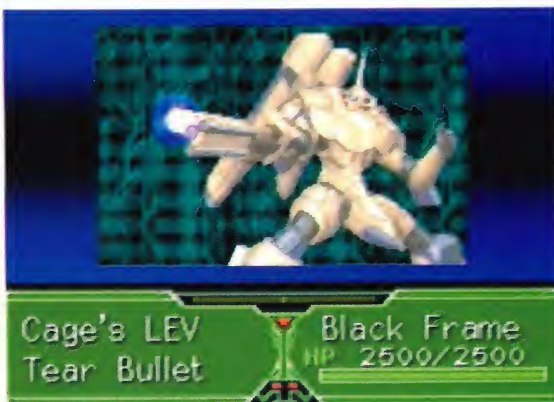
GAME BOY ADVANCE

LOS ON

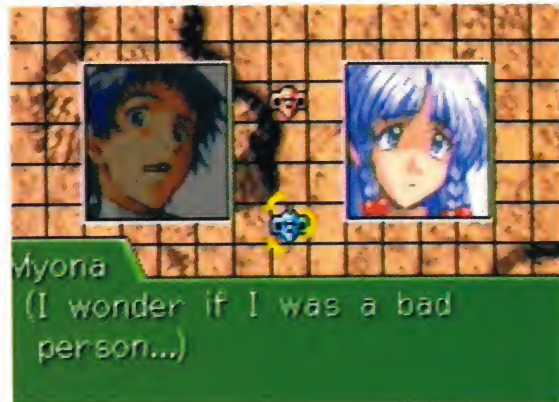
IN BRIEF

<http://www.konami.com>

The story kicks off in 2173 AD, one year after the events of the first game. The solar system has been colonised by Earth, but the pioneering inhabitants of Mars and Jupiter are reviled by Earth dwellers. After surviving an attack on a Mars-bound spaceship a young BIS (Born In Space) boy called Cage gets caught up in a revolutionary shockwave.



☐ The speed of your cross hair depends on the specs of your robot



ZONE OF THE ENDERS THE FIST OF MARS

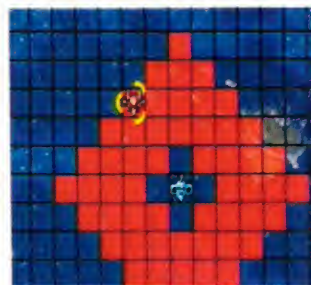
THE UNIQUE VISION OF *METAL GEAR SOLID*'S CREATOR FINDS A BRAND NEW HOME ON THE GAME BOY ADVANCE WITH THIS STYLISH SEQUEL.

Those thinking that the first GBA installment in the *Z.O.E* series would be merely a cut-down version of the PS2 game should slap themselves hard. Hideo Kojima and his team never do anything by halves.

From the moment you start playing you can feel the sheer class of the *Z.O.E* franchise oozing between your fingers. You'll notice this first in the lengthy dialogue-based scenes that propel the complex plot, and which are illustrated by stylised anime art. The characters may waffle to excess, but if you can put up with their endless flirting and philosophical musings you'll be rewarded with an intricate sci-fi storyline.

Each turn-based mission is played out on sparse landscapes and cityscapes divided into grids and viewed from a top-down perspective. The one-on-one skirmishes themselves are frantic and exciting.

Experience the white-hot heat of dogfight combat as you try to align your targeting crosshair with the fast-moving enemy Mechs. When under attack the battle action is equally frenzied as you attempt to evade enemy fire. Achieve all your objectives and you get to visit the garage to upgrade your equipment and buy items. It sounds simple, but you won't be able to put your GBA down until you've stormed your way through to the bitter end. **Maura Sutton**



☐ The battle grid might look like a boring Maths graph, but it's the scene of many a titanic tussle



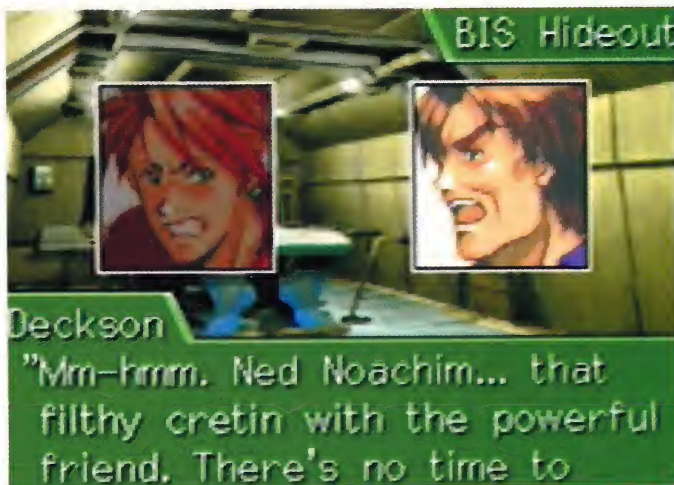
Saves are made at the end of each mission you play.



Price:
£29.99

Release:
7 June

Publisher:
Konami



☐ If you get tired of the endlessly talking heads you can scroll through them

VERDICT

- GOOD**
- The action moves at a cracking pace and the astounding enemy A.I. will rock you hard.
 - Faithfully continues the *Z.O.E* mythology. Fans of Hideo Kojima's vision will drool.
- BAD**
- The dialogue scenes are overly wordy and some might think them pretentious.
 - Little variation in gameplay. You battle enemy spacecraft and that's pretty much it.

A strategy game that dares to ponder the big questions about the rights and wrongs of warfare, while at the same time dishing out some rollicking space battles.

8



PRO TENNIS WTA TOUR



Price:
£34.99

Release:
Out Now

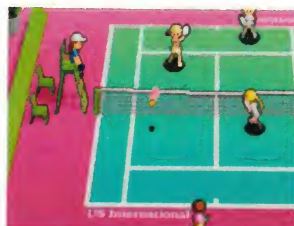
Publisher:
Konami

Verdict:

8

Choose from 20 of the world's top female tennis players and take them on a tour of the world. On offer are an exhibition match or a full WTA World Tour and you'll get to play at many recognisable courts from England, France and the USA.

Each tennis player is recreated in an anime style and this all adds up to create a great feeling of fun throughout the game. There are a number of moves to master, like the lob and the smash, and there's an excellent multiplayer mode where up to four gamers can take part.



Take your tennis skills out on the road and try to defeat the lovely ladies on the WTA Tour



Price:
£29.99

Release:
Out Now

Publisher:
TDK Mediactive

Verdict:

5

SHREK SWAMP KART SPEEDWAY

Choose to play as Shrek, Donkey or even the Three Blind Mice and take to the swamp raceways. Four different areas make up the game with 16 tracks in total and to help you finish first there are power ups to collect including pumpkin bombs that circle your kart until fired.

It's hard to believe that this is on Game Boy Advance as the graphics are incredibly bland and there's very little detail in either the racers or the tracks. Controls aren't good either, making it a struggle to get around.



If you're expecting a cool racer then you'll be disappointed. Swamp Kart is very average



Price:
£29.99

Release:
26 April

Publisher:
Ubi Soft

Verdict:

5

ICE AGE

A child is lost in the wastes of the Ice Age. Luckily he's found by two good guys, Manny the Mammoth and Sid the Sloth. It's your job to carry the child back to his family, avoiding angry birds and vicious sabre tooth tigers. *Ice Age* is split across ten levels, seven of which feature Manny and three featuring Sid.

It looks like a standard platformer but there are some puzzle solving elements in here, too. Having said that, *Ice Age* is far too easy as there are only ten levels and you're given infinite lives.



Manny has to hunt out the large nuts in order to remove obstacles from his path



THE SCORPION KING SWORD OF OSIRIS

Menthu has kidnapped your wife Cassandra in the hope that she will help uncover the Scorpion Stone – a talisman that can unleash a malevolent force. Playing as Mathyus, the Scorpion King, you have to locate the Sword of Osiris, the only thing that can destroy the Stone.

This is a standard platform beat 'em up that sees you ploughing through hordes of undead enemies. The game's graphics are chunky and a little bit bland, and the enemies are extremely unimaginative. Even though there is a strong storyline and some bonus items for you to look out for to get an alternative ending, *Sword of Osiris* isn't worth wasting your money. Try *Golden Sun* instead.



Water plays quite a big part in the levels and it will slow your progress down to a snail's pace



GAME BOY COLOR



GAME BOY ADVANCE



Somehow you've got to stop evil Captain Hook even though all of your powers are gone

DISNEY'S PETER PAN RETURN TO NEVERLAND



Price:
£29.99

Release:
Out Now

Publisher:
Ubi Soft

Verdict:

5

Take the lead as Disney's boy who never grew up as you try and stop the dastardly Captain Hook from taking over the beautiful world of Neverland.

Your adventure will see you guide Peter Pan through the levels collecting feathers and fairy dust that allows him to fly. You'll also have to try and rescue Tinkerbell.

The levels in *Return to Neverland* are bright and very colourful while the character animations are superbly done.

However, the problems lie in the haphazard level design and the stodgy control system. Peter Pan can throw or swipe with his knife but he's not quick enough to get his attacks in first, making it frustrating to play.



☐ In the opening levels Peter can use fairy dust to fly around London with the Darling kids



M&M'S MINIS BLAST



Price:
£34.99

Release:
Out Now

Publisher:
THQ

Verdict:

5

Choose your favourite M&M from Red, Green, Blue or Yellow and head out onto one of four different game boards: Sweet Dreams, Amazing Rainforest, Amusement Park and Haunted House.

Players take it in turns to roll the dice and head round the board collecting mini M&Ms and taking part in up to 16 mini games.

Unfortunately, it isn't any fun in single player mode and you need a friend to make *Mini Blast* anywhere near enjoyable.



☐ It's just like *Mario Party* with cool boards and loads of mini games, but you need more than one player to make it fun



Elliott has the bike and E.T. has the knowledge. Together they make a great team

SALT LAKE 2002



Price:
£29.99

Release:
Out Now

Publisher:
Ubi Soft

Verdict:

4

The Winter Olympics may have been and gone, but this cartridge has six of the events featured at the Salt Lake Winter Olympics: Downhill Skiing, Curling, Bobsleigh, Slalom Skiing, Ski Jumping and Snowboarding.

Players can choose to take part in a single event or a full Olympic session with all six and there's also a Classic mode that gives you three lives with which to complete all of the Olympic events.

Disappointingly, the sprites are very small and there's little background detail, too. Also, each discipline is boring with only Ski Jumping offering any kind of enjoyment.



☐ Ski Jumping is just one of the six winter events on offer, and it's the most enjoyable



E.T. THE EXTRA TERRESTRIAL



Price:
£24.99

Release:
Out Now

Publisher:
Ubi Soft

Verdict:

6

The Extra Terrestrial has crash landed on Earth and he needs to find his spaceship parts so he can return safely to his home planet. To do this he needs to collect bottle caps to trade with the kids in the local neighbourhood.

You have to go through the town completing short puzzles that involve sliding across ice and dodging deadly insects. Some of the puzzles require a lot of thought, and if you go wrong, you will have to start again. Good, but uninspiring.



☐ Guide the hapless alien around the levels collecting the bottle tops so he can get home

LETTERS

nintendoletters@emap.com

We always like to know what you think about the world of Nintendo, and the winning scribble each month gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
→ **E-mail us:** Nintendoletters@emap.com

It's nothing special

A lot of people are talking about the Xbox, but what's the big deal? It's not going to end civilisation or anything. It's just another console like the GameCube and PS2.

Michael Singh, Hebden Bridge, West Yorkshire

It's an exciting time and you can't blame people for getting carried away. It's not every day that two consoles launch at the same time.

Mr. Worried from Glasgow

How long do you think that Nintendo can last? I mean, Mr Miyamoto won't live forever.

Alex Seguin, Glasgow

It may come as a shock but there are other people working for Nintendo, not just Mr Miyamoto, and they have great ideas, too.

IDIOT OF THE MONTH

There's always one

At the risk of sounding obvious, has anyone noticed that the Nintendo GameCube isn't a cube in the classic sense of the word? Just thought I should mention it...

Neil Frinton, London

Yeah, and did you know that pelicans don't use pelican crossings or that light bulbs never grow. Mad, eh?

Tell me where to go

I was surfing the web the other day and I saw a Nintendo 64 game called, *Hey You, Pikachu!* As I'm a huge Pok mon fan I have searched the shops from top to bottom, but I could only find a US version. Where can I buy an English edition of this game?

William Kendall, Mitcham, Surrey

Hey You, Pikachu! never got a UK release because the Voice Recognition System has trouble understanding regional British accents. Sorry about that, William.

I am clumsy

On New Year's Day a picture frame fell off the shelf and smashed my GB Advance's screen. I was completely devastated. I just want to know if there are any other lost souls like myself, and can it be repaired in the UK or Eire?

Cian O'Mahony, Bandon, County Cork

You are not alone, just keep telling yourself that. You need to call 02380 623200. This is a UK mainland number.

Oi, Zelda... No!

I'm sick of people who like the new look *Zelda*. I've counted all the letters, e-mails and phone calls that mention it, and over half approve of the new look. I think it sucks.

Nick Elliot, Oxford

We beg to differ. Our poll showed that seven out of 10 people hate the new look.

Why are we waiting?

I just found out that the GameCube is out on 3 May. This is nearly a year after Japan. I think I speak for loads of Nintendo fans when I say 'SORT IT OUT!' or I'll send my auntie round to beat up Mr. Nintendo with her handbag.

Matt Jackson, Bury, Lancs

We'd pay good money to see your auntie attack David Gosen or Shigeru Miyamoto with her handbag. Mind you, old Gosen looks as if he can handle himself.

The kids are alright

I'm nine years old and I'm totally into Nintendo. All I hear these days is how the Big N is going to be make games for older players. Does this mean that they'll stop making games for kids?

Nathan Wilkinson, Bath, Wilts

Forget kids? Not a chance. What you're going to see is a bigger choice of games. There will be titles to suit everyone, both young and old. From gory shooters to cute platformers, GB Advance and GameCube will have it covered.

Do shorter games equal better games?

There has been a lot of talk about GameCube titles being shorter than those on other consoles. Why are Nintendo doing this? People like value for money, it's one of the reasons that games such as *Zelda* and *Perfect Dark* sell so well. What's the score?

Ollie Collins, Exeter, Devon

Some experts think that only a small number of players actually complete their games, especially huge adventures. Nintendo think that the unplayed part of the game is a waste

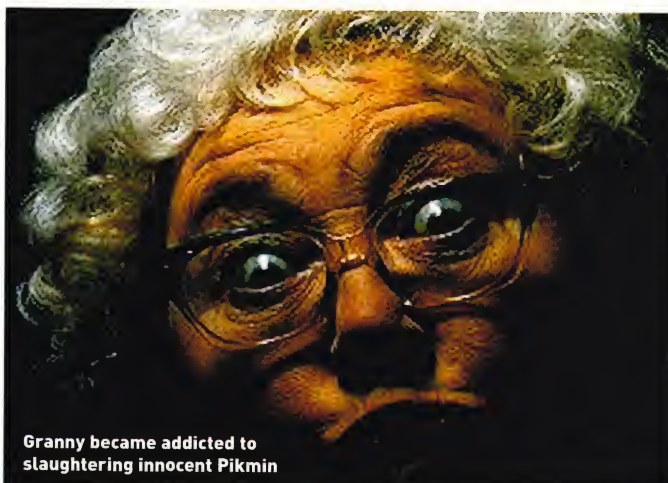
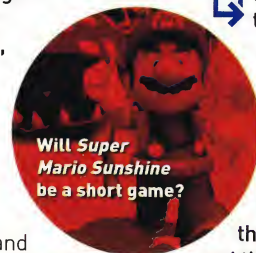
and that its time would be better spent making more games, rather than longer ones. What do you think?

Is Dreampants dead?

I'm a regular reader but one thing bugs me, and that's the use of Dreampants and GreyStation Poo. Will you be using these 'hilarious' nicknames in your new mag?

Ben Smith, Reading, Berks

Are you tired of our comic gems? If you lot stop using them, so will we. Deal?



Is Miyamoto losing it?

I know that I'm probably going to be insulted for saying this, but is Miyamoto losing his touch? *Pikmin* looks like the kind of game my gran would play. It doesn't look like an action packed adventure. And as for *Zelda*, don't even make me go there.

Gavin Culverton, Manchester

It sounds like your gran has an impeccable taste in games as *Pikmin* is destined to be a future classic. If you don't believe us, check out the Planet Nintendo news section.

QUICKFIRE QUESTIONS

Have you heard any more about that cool adventure game Nintendo was supposed to be working on called *Riqa*?

Myra Kelly, Londonderry
NOM: No

Battle Houshin looked cool in last month's news. Any word on a UK release?

Chris Jones, Windsor
NOM: No

Will there be another *Golden Sun* adventure on the Game Boy Advance?

Jenny Fitzpatrick, Hull
NOM: Yes

Any chance of a censored version of *Resident Evil* for younger 'Cube players?

Rick Yorke, Dundee
NOM: No

Is Pok mon dead?

A year ago you couldn't move without seeing a Pok mon. It was the number one craze but now things have gone quiet. Does this mean Pok mon is dead?

Mike McGroggan, Belfast, N Ireland

As sure as a Zubat evolves into Golbat, the Pok mon will be around for a long time. We reckon that there'll be at least one GBA and GameCube title to come plus, of course the Pok mon Mini.



Have Pikachu and his pals bitten the dust?

Online, but when?

I know that GameCube has room for 56k and broadband modems but, from what I've heard, Nintendo aren't going to use them. This is a shame because I've played *Phantasy Star Online* on the Dreamcast, and I have to say that it really rocks. It's an amazing feeling to know that you're playing with people from all around the world. Why are Nintendo dragging their heels while everyone else is getting ready for online gaming?

Simon Kelly, Cardiff, Wales

GameCube is, as they say in this business, future proof. This means that if Nintendo decide to enter online gaming, the GameCube is ready to do it. The official line is that Nintendo are experimenting and developing ways to make online gaming work. That said, you're not going to hear anything concrete until the back room boffins have managed to make online gaming hassle free, cheap and, most importantly, fun.

Does Miyamoto get stressed?

If I was Shigeru Miyamoto I'd be getting well stressed by now. Everyone's having a dig at him, if not about cel shaded *Zelda* then about *Pikmin*. People forget the huge part he's played in making video games popular and the classic adventures he's created. Footballers don't

★ LETTER OF THE MONTH

I need more gore, and I need it now

I'm a long time abuser of Nintendo systems and games, having bought a Super NES back in the early 90s. I was there for Nintendo 64 too and played many top games such as *The Legend of Zelda: Ocarina of Time* and *Turok: Rage Wars*. Now I'm thinking about buying a GameCube but I'm worried that – as was the case with the N64 – there's going to be a lack of adult-orientated games. Don't get me wrong; Mario, Banjo and Donkey Kong are all cool and have their own place. But, like most of my friends, I prefer something a little more challenging and edgy. So my question to you, so-called font of Nintendo knowledge, is: will things be different this time around?

Pete Heath, Birmingham

The Nintendo 64's reign was typified by quality games, but not enough of them. This was mainly due to the use of cartridges which made it prohibitively expensive for third party publishers to bring games to Nintendo's 64-bit powerhouse. Now it's a completely different kettle of fish because publishers are falling over themselves to bring their wares to GameCube because of the changeover to discs. This means that you'll get to play some excellent adult games, such as the entire *Resident Evil* series, *Eternal Darkness*, *Turok Evolution*, *Soul Calibur*, *007: Agent Under Fire* and *Metroid Prime*.

Princess Peach has become more edgy and adult for her GameCube debut



WHAT'S WRONG WITH NOM?

Stop using import games for your UK reviews

I was reading the April issue of *Nintendo Official Magazine* and was shocked to see a shot of *Super Mario Advance 2* on page 25 which was taken from the Japanese version. Surely you should be using UK editions to give a proper opinion on whether we should buy the game or not.



Should NOM be canned for using import games to take screen shots?

Jason Fanning, Birmingham

Occasionally we have to use import versions to take screen shots as we have tight deadlines to meet. Don't worry, though. The final score is always based on the finished UK game.

become crap overnight and the same idea applies to video game designers. People should wait until they've at least played the game.

Miyamoto's greatest fan, Southampton, Hampshire

A big part of being in the public eye is getting used to dealing with people having a pop, but we don't think that Mr. Miyamoto loses any sleep over it to be honest.

Where are the games?

When Nintendo announced the GameCube they said that there would be no shortage of games as it was easy to develop for the console. But since the release of *Super Smash Bros. Melee* in Japan there hasn't been another top class title.

Chris Butler, Dublin, Eire
Resident Evil, *Doshin the Giant* and *ISS2* have all now been released in Japan.

Nintendo®

OFFICIAL MAGAZINE



abc 150

TO UNLOCK TIME TRIAL IN THE TUTORIAL MENU, COMPLETE ALL THE BASIC AND ADVANCE LESSONS.

send next

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MOBILE PHONE



Need some Wave Race tips?
We'll text some to your phone

SMS TIPS SERVICE

SIGN UP NOW AND GET TIPS FREE

Having trouble with *Wave Race Blue Storm* or want to know a few exclusive codes for *Tony Hawk's Pro Skater 3*? Well now you can receive the latest GameCube and Game Boy Advance tips straight from the experts at *NOM* to your mobile phone, thanks to our new SMS tips service.

To register, just dial 0907 787 6619. The service doesn't start until 25 April 2002, but after that date you will receive a daily text tip from *Nintendo Official Magazine* for 28 days if you subscribe.

abc 150

FAKE DOORS WILL SQUASH LUIGI IF HE TRIES TO OPEN THEM - THEY DON'T APPEAR ON THE MAPS!

send next

GET TIPS SENT
STRAIGHT TO YOUR
MOBILE PHONE



We'll help you exorcise Luigi's Mansion. That's the joy of text

Terms and conditions: Calls cost £1.50 per minute. Calls last two minutes. Please get permission from bill payer before calling. Service only available to SMS Text compatible mobile phones. First message will be received 24 hours after registration. Service starts 25 April 2002.

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snide and
sneaky



DOG

Dog enjoys
chasing stuff.
Eats anything



ROBOT

Wants to be
loved, wants
to be human



JIM

A bit rude
and has an
eye for ladies



HILARY

Like your
mum and all
her friends



1 WHAT DOES A PET DO?

abc 160

WHAT A DAY I'VE HAD. A
DOG SNAFFLED MY TAIL.
DOES IT LOOK STRAIGHT?
(A) YES (B) NO

send clear

A PHONE PET HAS ITS OWN
LIFE, HAS ADVENTURES,
CHATS ALL THE TIME, ASKS
QUESTIONS AND SENDS YOU
TEXT MESSAGES TWICE A DAY

2 WHAT DO YOU DO?

abc 160

NO - I'LL HAVE TO PUT IT IN
THE DOOR AND DO THE
SLAM TRICK... OWWWEEH -
I SHOULD NOT LISTEN TO
YOU - EEK

send clear

LOOK AFTER YOUR PHONE PET
WELL, HELP MAKE IT GOOD, HELP
GET IT INTO TROUBLE, CHAT TO IT,
FEED IT BUT, WHATEVER YOU DO,
DON'T LET IT DIE!

3 HOW DO YOU GET IT ON YOUR PHONE?

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You can chat to them at
any time, just text
away - and you can use
the special commands
below to control them.

FEED - Keep them alive

HEALTH - Check it out

SLEEP - Have a nap

PIC - Get a picture

OP - Get a logo

KILL - Don't do it :-0

Calls to the number are charged at £1.50 per minute, call length is two minutes. This will provide you with 10 credits.
Messages received cost one credit. Calls to 090 numbers may cost more from mobiles. If under 16 get permission from
the bill payer. At any time you can terminate the game by sending Kill. Customer helpline is open Monday to Friday 9am until
5pm, call 0871 872 1020.

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images, this will not affect the enjoyment as the pets are driven by text message

MAY 2002

Nintendo
OFFICIAL MAGAZINE

89



LUIGI'S MANSION

COMPLETE MANSION GUIDE

With our ace *Luigi's Mansion* walkthrough by your side, you won't be 'fraid of no ghost.



■ Boneyard

Wander near Spooky the dog and he'll chase you. When Mr Bones appears, catch him while avoiding Spooky to leave a bone on the floor. When Spooky goes to the bone, nail him. Water the plant and return after every boss to water it again. You'll get a gold gem when it's fully grown.

■ Kitchen

Use your Poltergust to open the fridge door from a distance and use the fire element to melt the ice on the ghost's heart and catch him. Grab the water element medal from the chest then use it to extinguish the fire on the door which leads to the Boneyard. Shoot flames into the oven for a gem.

■ Laundry Room

Be careful of the ghosts in this room as they love to hug Luigi. In such a tight space they can be hard to avoid. When all the ghosts are gone, hit the washing machine to get Mario's cap.

■ Butler's Room

Follow the instructions inside the first floor Hallway box opposite to discover the Butler. When he sits down the Butler becomes vulnerable to your torch. Before leaving, use the GB Horror to analyse a mouse hole in the far right corner of the room. You'll be sucked into a Treasure Room.

□ Treasure Room

Bingo! This room is full of gold and gems for the taking. However, some of the chests house ghosts with ice-covered hearts. You'll need to melt the ice with fire before stunning the ghouls for capture.

■ Graveyard

To get here point your GB Horror at the doghouse in the Boneyard to be sucked through. You must stand close to the ghosts in the next area before stunning them with your torch or else they'll disappear. Once you've beaten them, walk to the large grave for the second boss battle.



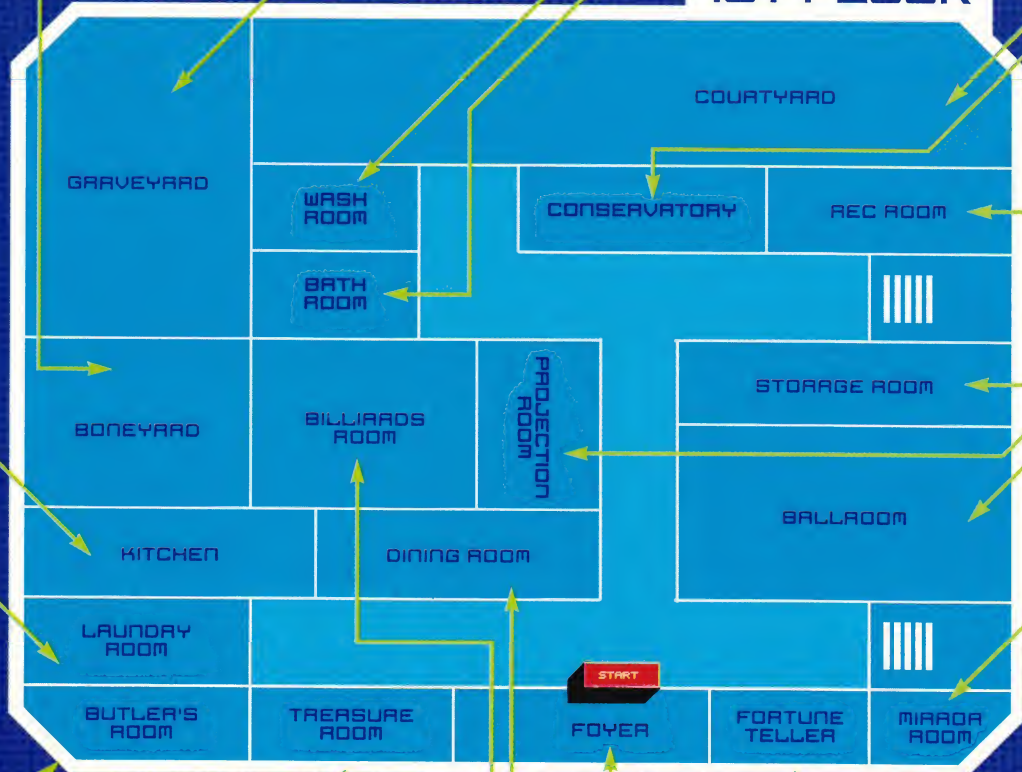
■ Bathroom

The pesky ghosts in this small room will grab hold of Luigi if they get close enough. Spin the 3D Stick to shake them off faster. Once you've busted these spooks, the key will appear on a high shelf to the left of the room.

■ Washroom

Toad won't let you in this room unless you've captured five Boos. Once inside you'll see Toad crying because he's dropped something valuable down the toilet. Use your Poltergust 3,000 to lift the toilet lid and a key will pop out.

1ST FLOOR



■ Billiards Room

The lonely ghost in this room is enjoying a game of billiards. He'll pace around for a while then hit the cue ball, sending the other balls flying around the room. Suck up one of the balls and shoot it at the spectre. Three hits will reveal his heart, so capture him and enjoy your cash reward.

■ Dining Room

Catch the ghost hiding inside the left cupboard for some bonus cash. To bag Mr Luggs – the fat ghost eating mash – light the candles to make his servants appear. Catch them then suck up the porker's meal. Now Mr Luggs gets angry, so dodge his fireballs and catch him when he collapses.



■ Courtyard

Nab the ghosts that spring out behind Luigi to light the area. They're hiding along the back wall and near the well. Water the four plants around the water fountain for more gold and gems then shake the birdhouse for a letter from Mario. After exploring the well, speak to Toad in his hut.

■ Conservatory

Tap the instruments and they'll play the *Super Mario Bros.* theme tune. All three drums must be individually activated. Melody Pianissima, the beautiful pianist, will appear. Listen to her tune then answer her question to anger her. Then suck up all the paper and attack her.



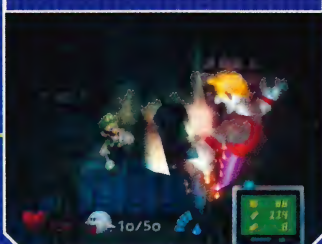
■ First Floor Hallway

Shivers the Butler paces back and forth along this Hallway, invisible and insensitive to your torchlight. Use your fire element to light his candelabra then follow him to the Butler's Room.



■ Rec Room

To capture Biff Atlas the bodybuilder, hit one of the punch bags to knock him over. He'll get extremely angry and chase you, spinning his fists. Hit him with the punch bags two more times and he'll collapse, showing his pumping heart. Now you know what to do. Afterwards, run on the treadmill for a key.



■ Storage Room

Take care of the pesky ghost to switch on the lights. Now look in the mirror to see a button on the opposite wall. Press it to push back the left wall. Now rip the poster off the far left wall and press the button. Fifty fearsome Boos will burst out of the trap door, scaring the pants off poor Luigi.

■ Projection Room

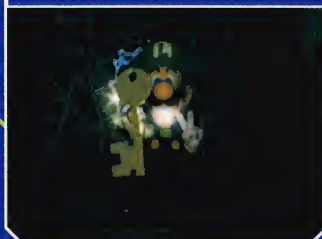
As soon as you enter, hit the projector to turn it on. The ghosts here are invisible but they still cast shadows, so stand near the white screen and wait. When you hear a ghost appear look for a cloud of smoke and a shadow, then spin around and flash them. You'll get a Mario item when they're defeated.

■ Ballroom

Defeat the small ghosts by sucking off their masks to stun them, then finish the pests with your vacuum. Now the floor will start to spin. Stand on the fast moving platform, looking away from the dancing couple until you see their hearts. Then quickly spin to stun them and scoop up those ghouls.

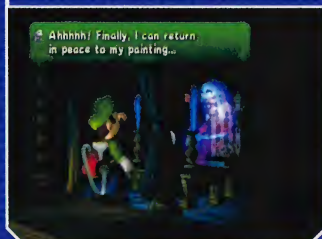
■ Foyer

You'll start your adventure here with just a torch. Try to open the upper double doors then come back down and head towards the lower double doors. A ghost will drop a key that unlocks the upper double doors. After the training, use the Poltergust to get money from the chandelier.



■ Fortune Teller room

The first time you enter the Fortune Teller's room, shine your torch on the crystal ball to make the mysterious Madame Clairvoyance appear. This troublesome spook can only be caught once you have all five of the Mario items she tells you about. Also, when you have the fire element medal, light the candles in this room to make a key appear on the pillar.



■ Mirror Room

The pesky ghost in this room can only be seen in the mirror. You'll have to be quick with your torch to stun them before they grapple you. When you've taken care of them, open the chest in the Mirror Room to collect the fire element medal. Then use the Poltergust 3,000 to suck some fire from the burning coal and light the candles to unlock the door and escape.





□ Bathroom

Oooh, there's a lady in the shower. Quick, pull the curtain back! Damn... it's a fat ghost and she's not happy to be spied on. She'll start throwing water at you. Spray her with ice (there's some in the tea room) to reveal her heart, then suck her into your Poltergust. Now grab the key.

■ Washroom

Get some water from the toilet to take care of the fire-hearted ghost hiding inside the bowl. If you suck the Monsters poster with your Poltergust 3,000 then let it go, it'll change into a Boo picture. This is totally pointless, but fun.

■ Small Balcony

Speak to Toad to stop him crying and brighten up the Balcony. Once you have the water element, come back here and water the pot plant for cash or jewels. Look out for other pot plants to water in the mansion as most contain goodies.

■ Nursery

The baby in this room is the first boss but you'll need to anger him first. Use your Poltergust to shake the rocking horse and wake him. Now suck the ball onto your vacuum and shoot it at the baby. The boss then becomes enraged, shrinking Luigi for a titanic battle in the baby's cot.

□ Master Bedroom

The only way to get the female ghost's heart to appear is by drawing back the curtain with your vacuum. She will get up to close it and stop the leaves blowing in, making her vulnerable to your powerful torch beam. Afterwards, turn your Poltergust on the overhead fan for a few seconds to reveal lots of hidden money.



■ Study

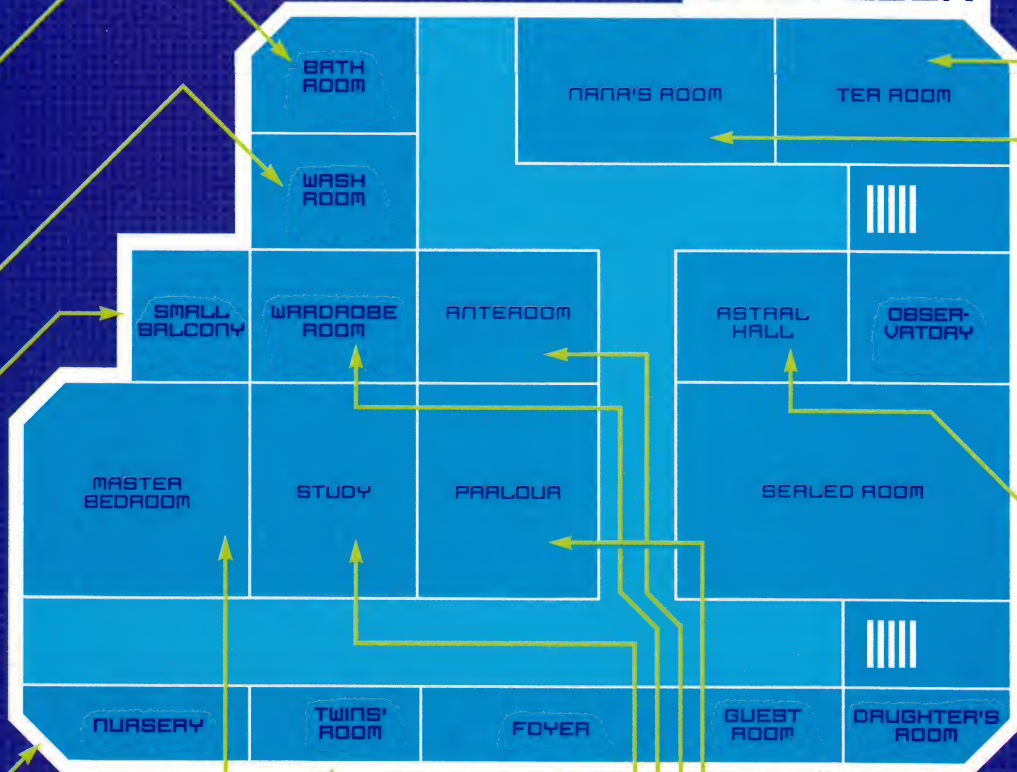
Neville the bookish father is rocking in his chair and will disappear when Luigi faces him. Look the other way for a short while until he stops reading to yawn. As soon as he does, turn to stun him then activate your Poltergust. Don't forget to get money from the books on the desk.

■ Twins' Room

Spin the airplane toy hanging from the ceiling with your vacuum to make the twins appear and agree to play their game. Only open the boxes that shake under your vacuum's sucking force to find them. When they attack, nab their vehicles. You'll get a Mario item for your victory.



2ND FLOOR



■ Anteroom

You'll be locked inside when you first enter this room, but clear out the ghosts and the doors will open. Don't forget to check the drawers and lamps for cash. Use your Poltergust to swing the lights and goodies will fall down.

■ Wardrobe Room

As well as the ghosts that attack you on entering this room, there's another spook hiding in one of the closets. Capture all the ghosts and grab the key that appears on the clothes rack. After the lightning strike later in the game you'll need to come back here and catch another ghost for the key to the Generator. Don't forget.





■ Nana's Room

Nana doesn't like anyone to play with her wool. Knock over her yarn and suck up one of the balls. She'll start to throw knitting needles at you. Shoot three yarn balls at her, flash her heart and give her the old vacuum treatment. Grab the key and any money from the drawers.

■ Tea Room

Bust the two simple ghosts and a white chest will appear on the table. Go to the right of the room and step on the Arrow Pad to walk on the roof. Now step on the other Arrow Pad to land on the table, next to the white chest. Open this chest for the ice element medal. Remember to check the cupboards and the chandelier for money.



■ Sealed Room

Enter this location by falling down the right-hand chimney on the Roof. There's plenty of cash in here and a few ghosts waiting to attack. Get rid of the spooks to get a key then grab your dosh. Suck the sheet off the mirror and analyse it with your Game Boy Horror to escape the Sealed Room.



■ Astral Hall

Light all the candles in the room and loads of ghosts will start appearing. Get rid of them all to clear the room. The Poltergust will not reveal the hidden Boo, so you'll have to shake the candlestick that he's hiding in.

■ Observatory

Stand next to the telescope and press A to look at the moon. When the wall disappears, suck in the yellow ball and shoot it at the moon. It will blow up and a white path will form. Follow this path to a small platform with another Mario item, a cute little Power Star.

■ Daughter's Bedroom

When you enter this room it will be upside down and a girl will be sleeping in her bed. Do the cruel thing and spray her with water to wake her up. When she attacks get rid of the dolls first, then turn on her. Once she's defeated leave the room and come back to claim your prize for winning the battle.



■ Guest Room

First get some fire from the candle on the table and light the wicks next to the painting. Now get some water to take on the fire hearted ghosts. Take a refill of water before moving on to the Daughter's Bedroom.

■ Parlour

This room is where you'll have your first ghost fight. You have to make the spooks appear by blowing out the candles on either side of the large painting on the back wall. You'll find loads of money in the cupboards, drawers and in the chandelier above you. Always search rooms fully before moving on.





■ Ceramic Studio

Tap the blue pot to reveal a ghost who asks you to play a quick game. Agree and you'll be given some ice for your Poltergust 3,000. The ghost will randomly jump out of pots around the room and you have to spray him with the ice before he retreats. After seven hits he'll attack you, so finish him off with your vacuum.

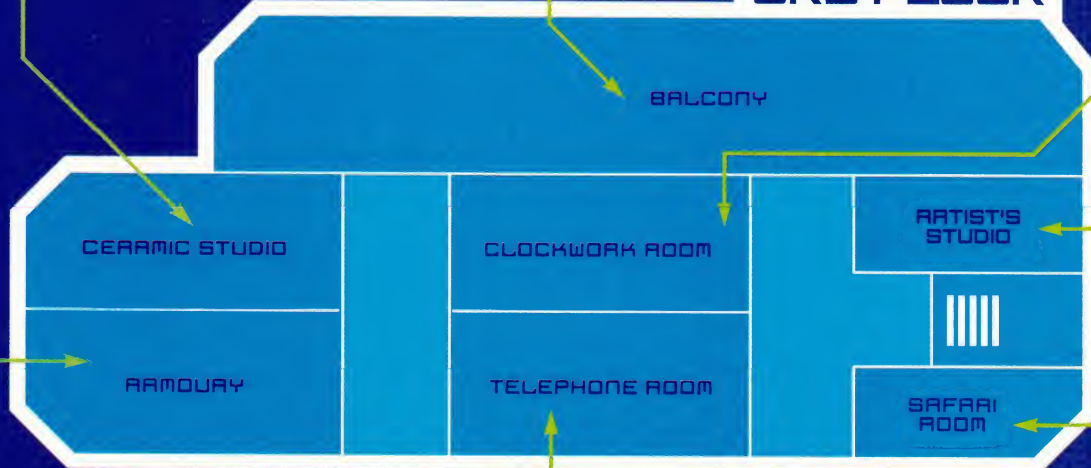


□ Balcony

On your first visit to this Balcony you'll fight a gang of Boos. Flick to page 97 for tips on the boss battles in *Luigi's Mansion*. After the battle with the Boos, water all the plants on the Balcony to send your money count soaring. Try to go through the door on the left and you'll trigger a cut scene, and it isn't good.



3RD FLOOR



□ Armoury

First open the caskets. Either a ghost or jewels will pop out. Then you have to drive the remaining ghosts from the suits of armour. Always tap them from behind or the spiky mace will fall and hit Luigi on the head. You'll get a key for clearing the room and there's a mirror behind the poster on the back wall.



■ Telephone Room

This is a large wooden room with three large trunks and a couple of bookshelves. The ghosts are hiding in those trunks so flip the lids open and suck them into your trusty Poltergust 3,000. Afterwards, grab the money from the chest that appears. Also check the lights, drawers and other items in the room for goodies.



■ Clockwork Room

Start the clocks on the three tables to stir the Clockwork Soldiers. Now stand close behind them and use your vacuum to pull the keys from their backs so that you can suck them into your Poltergust 3,000. When they're gone you'll be able to stand in the middle house and take the lift to the Roof.



□ Artist's Studio

Here you'll meet Vincent Van Gore, The Starving Artist. He has painted seven ghost portraits which he brings to life to attack Luigi. You'll have seen all seven of these ghosts before so deal with them how you know best. When they're all defeated you'll be able to finish off Vincent Van Gore himself.

■ Safari Room

Before entering this location, go to the Tea Room and get an ice element top-up to deal with the water ghosts. Turn your Poltergust on the deer heads on the back wall to shake them and attract the ghosts. Spray them with ice, then stun them with your torchlight and suck them up. Take your key.





TOP SECRET



KEY ITEM



USEFUL TACTICS

■ Bottom of the Well

Here you'll get your first glimpse of Mario who's trapped inside a painting, calling for Luigi's help. After the cut scene, catch the ghost that pops up when you try to leave the well and grab the key. Now climb the ladder and exit.



BASEMENT

BOTTOM OF THE WELL

SECRET ALTAR

■ Secret Altar

You'll need to have captured 40 Boos before entering the Altar to face King Boo. Before you walk over to the boss, use your vacuum to get money and jewels from the blue smoke fountains on the right and the chandelier above. Now get ready for the final battle with the fearsome King Boo.



■ Pipe Room

Defeat all the dastardly ghosts that attack Luigi as he enters this room, but be careful. There's a pool of nasty sewage on the floor which hurts Luigi if he steps on it. Spray this goo with a blast of ice to freeze it then turn the pipe handle. Now the water stops running so that you can reach the key.



PIPE ROOM

BREAKER ROOM

■ Breaker Room

Come here and switch on the generator when the power gets cut by a thunder storm. After the strike, you'll need to go to the Wardrobe Room first to trap a new ghost and get the key to the generator. Once the power has been restored, a chest will appear with the key to the Cellar.

COLD STORAGE

CELLAR

■ Cold Storage

Use your Poltergust 3,000 to light the two fires and stir the frozen ghost in the corner. He'll throw icicles at you so dodge them and shoot the ghost with fire to thaw him out and make him vulnerable to your torch. Vacuum him up and grab the key.

□ Cellar

It'll be a lot easier to catch the troublesome ghosts in this room if you clean up all the mounds of dirt first. The spooks are hiding inside the large kegs, so shake them to get the cheeky blighters out and give them what they deserve. When you're finished you'll get another key.

■ The Roof

The Roof's on fire! Oh no it isn't, it's just a few ghosts dancing around a fire. Get rid of them and the ice-hearted ghosts that appear then unlock the chest that appears on the left chimney. You can also jump down the right chimney to the Sealed Room on the second floor.



ROOF

CHIMNEY



BEAT THE BOSSES

All the ghostly bosses in *Luigi's Mansion* are unique and require different tactics to defeat. Never lose again with these tips.

CHAUNCEY, THE SPOILED BABY

Chauncey is the first boss in *Luigi's Mansion*. This baby may look cute but he has a real bad attitude. Luigi will be shrunk for the battle which takes place in Chauncey's cot. But despite the fact that this baby boss is much larger than Luigi, our hero still needs to teach the little brute some manners.

❑ Dodge the rocking horses. Afterwards, balls will drop into the cot. Use your vacuum to pick up the ball that stops in the cot and shoot it at Chauncey. Now activate the Poltergust. He'll bounce around the crib as a final attack. Avoid him and repeat the process to win.



BOGMIRE, THE CEMETERY SHADOW

You'll meet this tricky spook in the mansion Graveyard when you inspect a strange glow of light above the large gravestone. Bogmire is a translucent purple ghost that'll transport lanky Luigi to his crypt to scare him out of his wits. It's time our hero showed him who the boss really is.

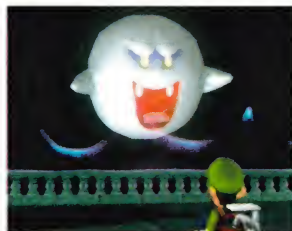
❑ Bogmire isn't alone in this battle. Shadow ghosts also help him, but they're also the cause of Bogmire's downfall. Suck one of the black shadows into a ball and shoot it at Bogmire to stun him. Now turn your vacuum on the boss and avoid other shadows. Repeat until Bogmire's caught.



BOOLOSSUS, THE JUMBO GHOST

This huge Boo is made up of many smaller ones that merge together for super strength. This makes them so strong that the only way to defeat the Boos is to separate them. This battle can take a long time because you have to catch all 15 little Boos that fly around quickly, making them difficult targets.

❑ Boolossus can't be sucked in but you can use your vacuum to control him. Force him onto a unicorn's horn to burst him into smaller Boos. Now get ice and shoot Boos to freeze them, ready for vacuuming. Remaining Boos will stick back together so repeat process until you catch them all.



KING BOO

What's this? Luigi has to take on Bowser with just a torch and a vacuum cleaner? If we were in poor Luigi's boots we'd soil our pants. At first King Boo's Bowser disguise may seem invincible, but the trick is to use its own weapons against it.



❑ After you're transported to the Roof, King Boo's Bowser disguise will make its entrance, showing off its fiery breath. Bowser will use one of four attacks depending on how close you stand to him. If you're very close he'll breathe fire in your direction, scorching Luigi badly if he's caught.



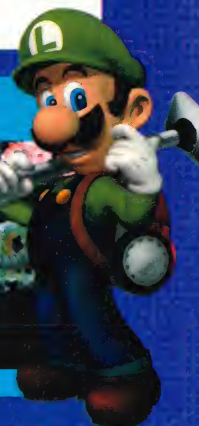
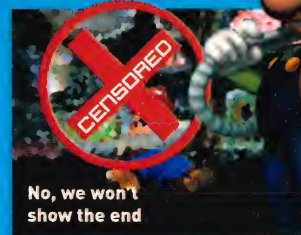
❑ Stand a few metres away and King Boo will throw spiked mines at Luigi. If you stand too far from Bowser he'll jump into the air and slam down, or else charge at you. To defeat King Boo, get him to throw mines and carefully pick one up with your vacuum. Now stand near him so that he breathes fire.



❑ While his head is low for the flame attack, shoot the mine at him. His head will pop off and King Boo will drift out. Start reeling him in with the Poltergust while avoiding ice attacks from Bowser's head. Soon King Boo will go back into the Bowser disguise. Just repeat your attack until the King is caught.

THE END IS HERE

With all the ghosts finally transformed into paintings, Mario is restored to his original form and all is well. The house that the plumbing brothers now get to live in depends on how much money you collected during your adventure. Did you get an A grade?





OFFICIAL TIPS

All our GameCube and GBA tips have been thoroughly tested by our team of official Nintendo experts. They will only give you tips, hints and cheats that actually work.

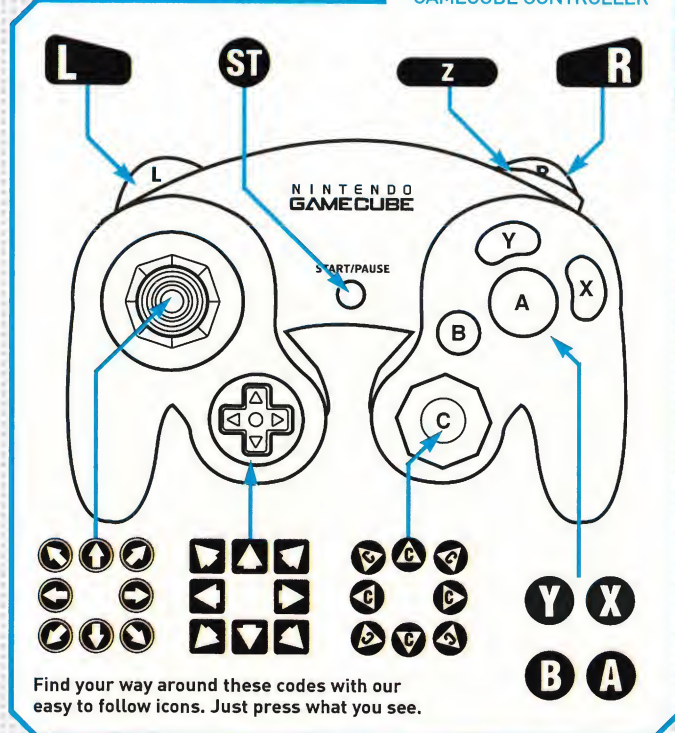
Luigi's Mansion
secret cheeses p98

Wave Race Blue Storm
turbos and courses p99

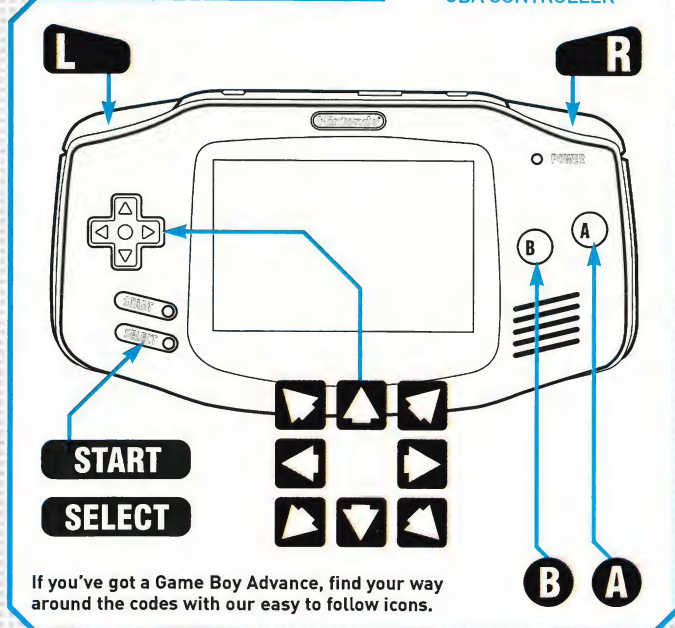
Super Monkey Ball
the hidden levels p100

Wario Land 4
CD locations p101

GAMECUBE CONTROLLER



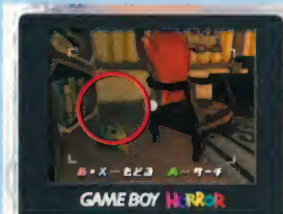
GBA CONTROLLER



LUIGI'S MANSION

■ SECRET SLICES OF CHEESE

At the end of *Luigi's Mansion* you're given a grade for the amount of money you collected, and if you caught any of the golden mice the extra dollars will come in handy when calculating your cash total. Some of these spooky rodents appear at random and others appear when you analyse hidden slices of cheese through your Game Boy Horror. But you'll only see them if the room is dark.



□ Before clearing the Study, look behind the chair next to the desk for the cheese slice. Another is under the right-hand chair in the Dining Room.



□ You'll find another slice of delicious cheese in the Fortune Teller room. Look behind Madame Clairvoyant's chair, next to the tied curtain.



□ Before you bust all the ghosts in the Tea room, use your Game Boy Horror to look behind the left-hand table and find more cheese.



□ When you get to the Safari room later in the game, stand near the spotty chair on the right. Use your Game Boy Horror to find a piece of cheese behind the chair.



TONY HAWK'S PRO SKATER 3

■ ALL CHARACTERS, MAX STATS AND OTHER EXTRAS

Tony Hawk's Pro Skater 3 is a GameCube title which requires lots of patience and skill to get the best out of it. There are loads of hidden extras to work for but, if you're finding that completing the whole game several times can be a little tiresome, just enter these codes and cheat your way to victory.



❑ Go to the Cheats screen and spell out the code **FREAKSHOW**. If entered correctly you'll be able to play as any of the secret characters in the game.



❑ Type in **WEEATDIRT**. Now play as the Neversoft staff by entering their names at the Create-a-Skater screen. Names found in game manual.



❑ Enter the code **MAXMEOUT** on the Cheats screen. Now you'll have enough spare stat points to set all your skater's attributes to the maximum amount. Now you're rocking.

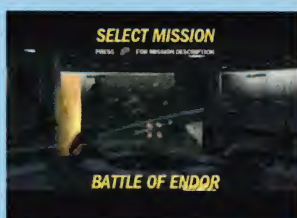


❑ If you want to view the movie sequences and video footage from the game, enter the code **POPCORN**. Now sit back and enjoy the show.

STAR WARS ROGUE SQUADRON II

■ LEVEL SELECT, ALL TECH UPGRADES AND MORE

If you want all the hidden extras in this *Star Wars* game you'll have to work incredibly hard. Luckily we have some handy codes that'll allow you to unlock the bonus goodies and later missions with minimal effort. R2-D2 will give a high-pitched bleep if you enter the codes correctly.



❑ To unlock all the standard levels in the game, go to the Passcode screen and type **!??QWTTJ** then enter **CLASSIC**. This won't open the bonus missions, though.



❑ Go to the Passcode screen and enter the code **PYST!000**. After that type **DUCKSHOT** to unlock the Death Star Escape level.



❑ If you can't find the Tech upgrades, type in **AYZB!RCL** then **WRKFORIT** at the Passcode screen. Now you'll be given all the Tech upgrades in an instant.



❑ If you want to unlock a Naboo Starfighter the easy way, enter **CDYXF!0** then **ASEPONE!** at the Passcode screen and it's all yours.

WAVE RACE BLUE STORM

■ UNLOCK HIDDEN LEVELS AND WEATHER EFFECTS

Wave Race Blue Storm has the most stunning water effects ever seen in a video game and the huge waves make this racer one of the toughest to beat. But a little persistence and a lot of skill will be rewarded. There are also small secrets to try which make the start and loading screens a little more fun.



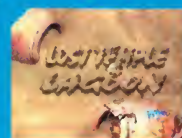
❑ Once you qualify for the Arctic Bay, La Razza Canal and Strongwater Keep tracks in Championship, they'll be playable in all other modes.



❑ If you want to unlock all the amazing weather conditions in the Time Trial and Vs modes, complete the Expert Championship in first position.



❑ At the very start of a race, hit the accelerator just as the announcer says 'GO'. If you time this correctly you'll shoot off from the starting line with your Turbo fully charged.



❑ On the loading screens you can move the water droplet around. You can also move the Start symbol around on the intro screen.



FAST TIPS

Here are quick tips for some of the best titles on the GameCube. Use them and get more from your games.

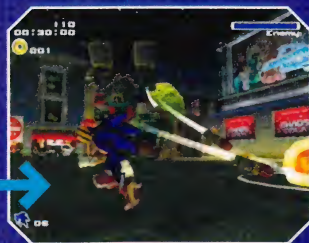
WAVE RACE BLUE STORM

To unlock the Trial mode in the Tutorial menu, complete all the Basic and Advanced lessons. The Trial option is a tricky stunt course in Dolphin Park.



SONIC ADVENTURE 2

If you complete either the Hero or Dark adventures you'll be able to play Boss Attack mode. Here you'll get to fight all the bosses you met in sequence.



CEL DAMAGE

On the Character select screen, choose Load then create a new game with the bizarre name **BRAINSALAD**. When you start the game all the frantic space stages will be open.



SUPER MONKEY BALL

■ SECRET LEVELS, HIDDEN MODES AND UNLIMITED CONTINUES

If you want to get through the tougher levels in *Super Monkey Ball* you'll need a sharp eye and a steady hand. Completing the Expert mode is hard as nails, but it doesn't stop there. If you master all the standard levels you'll be given some even tougher challenges. Have you got the skill?



□ Start a normal game and choose the Expert difficulty. If you can get through all 50 levels without using a continue, you'll unlock Master mode.



□ Once all three mini games are unlocked, every 2,500 points earned will give you another continue in Normal mode. Earn nine for unlimited continues.



□ After earning your first 2,500 points, open one of the mini games but don't save. This way you can reload your points to play the other mini games.

CRAZY TAXI

NEW VEHICLE AND NEW MODES

Sega's *Crazy Taxi* is one of the best arcade games ever made and it delivers hours of fun, mayhem and excitement. If you fancy a change from the normal yellow cabs, or you've got so good at the game that you want to make the challenge even tougher, we've got just the codes you need.



□ To drive a wacky passenger Tricycle, go to the character screen. Hit **L** and **R** together three times, then hold **L** + **R** + **A** and select a driver from the four.



□ To activate the Another Day mode, hold **R** at the character screen, release it then hold it again and select your driver. Your starting position will change.



□ For Expert mode in *Crazy Taxi*, hold **L** + **R** + **ST** at the main menu and continue to hold them until you've selected a character with the **A** button.

NHL HITZ 20-02

BIGGER PUCK, POINTS FOR FIGHT VICTORIES AND MORE

For fast-paced action and mayhem on ice, you can't get any better than *NHL Hitz 20-02*. The cheats we have are activated by hitting the **B**, **X** and **Y** buttons a certain number of times, then pushing the 3D Stick in the specified direction on the Match Up screen.

□ Press **B** x3, **Y** x3, **X** x3 and **ST** for more time to enter codes. Hit **B** x1, **Y** x1, **X** x1 and **ST** to activate No Puck Outs. Enter these codes quickly.

□ For a huge puck, press **B** x3, **Y** x2, **X** x1 and **ST**. Now the puck is easier to see. Press **B** x1, **Y** x3, **X** x2 and **ST** to change the puck into a tennis ball.

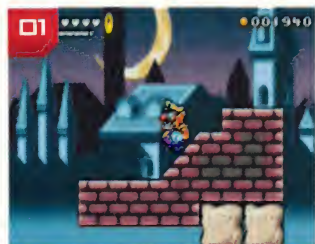
□ For unlimited turbo press **B** x4, **Y** x1, **X** x3 and **ST**. Tap in **B** x2, **X** x2 and **ST** to activate Win Fights for Goals mode where battles earn points.



WARIO LAND 4

■ SAPPHIRE PASSAGE CDS

The music in *Wario Land 4* is good enough to keep you nodding your head as you play. There's a hidden CD in each level which you can listen to in the Sound Room. This month we've discovered the last four CDs tucked away in Sapphire Passage. Groovy!



❑ In Crescent Moon Village, head through the level until you reach the third outdoor location. Go right and drop down to the area below.



❑ Smash the blocks to far left, then go right to a slope. Use it to roll left through the wall to a hidden room where the CD is waiting to be discovered.



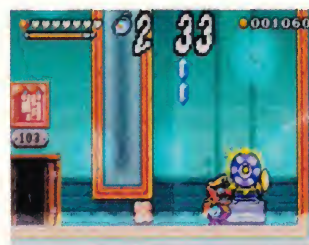
❑ In Arabian Night, after pressing the Portal Switch, you'll come to a room with water and flying carpets as you head back. Fly to top-left for CD.



❑ In Fiery Cavern, in the area before you get the fourth and final jewel piece, you'll see a small passage with an ape that spits ice bubbles at Wario.



❑ The CD is to the left through that passage, but it's tough getting past the monkey. You'll have to jump over his attacks while crouching.



❑ After pressing Portal Switch in Hotel Horror, go to room 103 which is now unlocked. Use Zombie Wario to fall through floor to right. Grab the CD.

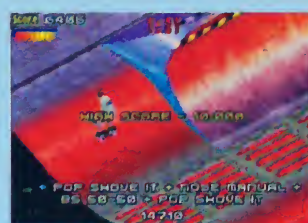
TONY HAWK'S PRO SKATER 3

■ PERFECT BALANCE, UNLIMITED SPECIALS, SLOW MOTION

With stunning graphics and levels based on the home console versions, this portable skateboarding simulation is a must have for fans of the Hawkster. Even if you're an expert at *Tony Hawk's Pro Skater 2* you'll still have to work hard if you want to unlock all the secrets in this stunning new Game Boy Advance edition.



❑ To unlock the Perfect Rail Balance cheat, finish the game with 11 different characters, winning gold medals. Now you won't need to balance grinds.



❑ Complete the game with 12 different characters, getting all gold medals in Pro and Sponsor Tour to unlock the Unlimited Specials Bar cheat.



❑ If you manage to finish the game with 15 different characters, winning gold medals in everything, you'll get the Slow Motion cheat.



FAST TIPS

If you want some quick tips for the latest titles on Nintendo's Game Boy Advance, sneak a peek below.

SUPER MARIO ADVANCE 2

In the second level on Yoshi's Island, pick up the shell at the start of the level and throw it at the row of Koopas. Quit level and repeat for endless 1-Ups.



DARK ARENA

Input the code **NFTRWLLH** as a password. Now, while playing, go to the Map screen and push the **SELECT** button to skip the level you're playing.



JACKIE CHAN ADVENTURES LEGEND OF THE DARK HAND

On the Press Start screen, hold **A** and hit **0**, **1**, **2**, **3** then **2**. This will bring up a menu that allows you to jump to any level and collect all the Scrolls.



HIGH SCORES & CHALLENGES

Welcome to our new High Scores and Challenges section where you'll get the chance to be recognised as one of the UK's best Nintendo gamers. Now that the GameCube has arrived we have better challenges to test your skills. Each challenge will now run for at least two months so you'll have more time to get a top score. If you manage to place first in any of our tables, you'll win an ace GameCube controller from our good mates at Joytech.

1 LUIGI'S MANSION: MOST MONEY AND GRADE CHALLENGE

Finish the game, getting the highest amount of money possible. We need to see the ending screen that shows your total cash and grade.

■ Make sure you search every room in the mansion thoroughly. If you catch portrait ghosts in one go you'll get the larger pearls which are worth more money.

1. Richard Marsh	110,364,000 G
2. Tim Street	106,853,000 G
3. Mike J	101,532,000 G
4. Tim Street	98,762,000 G
5. Dominic Wint	91,238,000 G

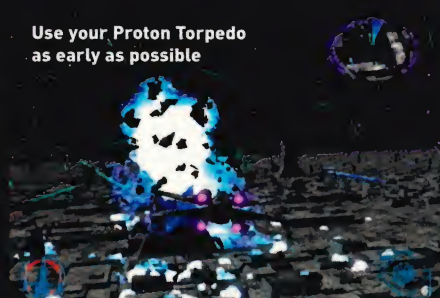


2 STAR WARS, ROGUE LEADER: ROGUE SQUADRON II: QUICK MISSION

Complete the first mission as quickly as you can. Take a snapshot of the Mission Complete screen which shows your time.

■ You're allowed to use the Targeting Computer as much as you like, so make good use of it. In the Death Star trench, go at full speed and shoot your Proton Torpedo as early as possible.

1. Mike J	4:21
2. Dominic Wint	4:39
3. Tim Street	5:01
4. Dominic Wint	5:19
5. Richard Marsh	5:48



3 TONY HAWK'S PRO SKATER 3: BEST SINGLE SKATE IN RIO

Use Tony Hawk as your 'boarder and tackle a Single session in Rio. Get your best score within the two minute time limit and snap the results screen.

■ You'll have to link your tricks with Manuals and Reverts. Remember that, even when the timer runs out, you won't stop until your current trick is complete.

1. Dominic Wint	2,133,235
2. Dominic Wint	1,993,843
3. Richard Marsh	1,465,155
4. Tim Street	1,343,532
5. Mike J	631,549



4 WAVE RACE BLUE STORM: FASTEST LAPS ON SOUTHERN ISLAND

Get the fastest time for three laps around the Expert course on Southern Island in Time Trial. A photograph of the results table is all we need to see.

■ You'll have to get a boost from the start, so hit the accelerator on the Go signal. Restart your race if you crash because you won't get a world class time.

1. Tim Street	2:02.142
2. Mike J	2:05.955
3. Richard Marsh	2:13.325
4. Dominic Wint	2:15.724
5. Richard Marsh	2:15.946

5 CRAZY TAXI: MOST MONEY IN FIVE MINUTES, ARCADE MODE

Choose to work for five minutes in the Arcade mode and get as much money as you can before the timer runs out. The results screen is sufficient proof for us.

■ You'll need to master the Limit Cut move which makes your taxi go faster. You're more likely to get a higher score if you plan a route around the city, too.

1. Tim Street	\$4,284.58
2. Mike J	\$4,054.96
3. Tim Street	\$3,246.34
4. Dominic Wint	\$3,115.82
5. Richard Marsh	\$3,098.75

6 SUPER MONKEY BALL: HIGHEST SCORE ON MONKEY TARGET GAME

We want to see how well you guys can fly. Get your highest score on the Monkey Target Party Game and send us a picture of the result. Go blast those chimps.

■ Collecting bananas is essential if you want to activate this bonus game and aim for those 500 point targets. You'll have to reduce your speed to land accurately.

1. Mike J	2,310
2. Richard Marsh	2,290
3. Mike J	2,250
4. Tim Street	1,980
5. Dominic Wint	1,930

CHEATERS WILL NOT PROSPER

We set these challenges to allow the most amazing gamers to be recognised, but lesser-skilled players will probably use cheats to get into our high score tables. You're not allowed to use cheat codes to help you with our challenges unless we say otherwise. Using import games is also strictly forbidden as they could give players an unfair advantage. Cheaters may occasionally win prizes, but they're only fooling themselves, which we think is really rather sad.

HOW TO PHOTOGRAPH A TV



Read our tips before snapping

Using a camera to take a photo of a top score on your television can be a tricky business, but follow these simple instructions and you should be fine...

1. For the TV screen to show up in the photo you'll have to make the room as dark as possible, so draw the curtains, turn out the lights and take the picture standing at an angle to the television screen.
2. Turn off the flash on the camera. If you use a flash the light will simply reflect off the television screen, obscuring your hard-earned score.
3. Take more than one shot just in case the first photo is unreadable. We will not accept entries where we can't read the high score.
4. When you're done, put the photo in an envelope, along with a pic of yourself and send it to us.

WHAT YOU HAVE TO DO TO WIN

When you've got a top score on one of the challenges and a photograph or video tape as evidence, package it up and send it to our new address. If you manage to get the best score of the month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.



High Scores and Challenges,
Nintendo Official Magazine, Priory Court,
30-32 Farringdon Lane, London EC1R 3AU.

CHEATS UNLIMITED

THE WORLD'S NUMBER 1 CHOICE FOR CHEATS & GUIDES

TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

NINTENDO 64

A = 01
All Star Baseball 2000
Army Men S's Heroes
B = 02
Bad Fur Day
Banjo Kazooie
Banjo Tooie
Blues Brothers 2000
Body Harvest
C = 03
Conkers Bad Fur Day
D = 04
Diddy Kong Racing
Donkey Kong 64
Doom 64
Duke Nukem 64
E = 05
Earthworm Jim 3D
Excite Bike 64
F = 06
F1 World Grand Prix
FIFA 98
Fighter's Destiny
G = 07
Goldeneye
GT 64 Champ. Edition
H = 08
Harvest Moon
J = 10
James Bond: Goldeneye
Jet Force Gemini
L = 12
Legend of Zelda
Lylat Wars
M = 13
Majora's Mask
Mario 64
Mario Karts
Mission Impossible
Mortal Kombat 4
N = 14
No Mercy (WWF)
P = 16
Perfect Dark
Pokemon Snap
Pokemon Stadium
Pokemon Stadium 2
R = 18
Rayman 2
Rogue Squadron
S = 19
Scooby Doo
Shadowman
Shadows of the Empire
South Park
Star Wars: Bat for Naboo
Star Wars: Racer
Star Wars: Rogue Squad
Super Mario
Super Smash Brothers
T = 20
The World is Not Enough
Tony Hawk's 2
Top Gear Rally
Turok 2
Turok: Dinosaur Hunter
W = 23
World Drivers Champ.
World Is Not Enough
Worms Armageddon
WWF No Mercy
WWF War Zone
Z = 26
Zelda
Zelda: Majora's Mask

GAMEBOY ADVANCE

A = 01
Advance Wars
Alienator: Evolution Cont
Army Men Advance
Atlantis: The Lost Empire
B = 02
Back Track
Batman Vengeance
Bomberman Tournament
Breath of Fire 1 & 2
C = 03
Castlevania: C of Moon
D = 04
Donald Duck Advance
Doom
E = 05
Earthworm Jim
Ecks vs Sever
F = 06
F-14 Tomcat
Final Fight One
Final Round Golf 2002
Fire Pro Wrestling A
Flintstones
F-Zero: Max Velocity
G = 07
Golden Sun
Gradius Galaxies
GT Advance Championship
H = 08
Inspector Gadget
I = 09
Inspector Gadget
J = 10
Jedi Power Battles
Jurassic Park 3
K = 11
Kao the Kangaroo
Konami Krazy Racers
Kuru Kuru Kururin
M = 13
Mario Advance
Mario Kart Super Circuit
Mat Hoffman's Pro BMX
Men In Black: The Series
Metal Gear Solid
Monsters Inc
P = 16
Pitfall: The Mayan Adv.
Power Rangers: T. Force
R = 18
Rampage Puzzle Attack
Rayman Advance
Ready 2 Rumble Boxing 2
Road to Wrestlemania
Rocket Power Dream Scheme
Rugrats: Castle Capers
S = 19
Sonic Advance
Spiderman
Spongebob Squarepants
Spyro: Season of Ice
Star Wars Jedi Power Battles
Street Fighter 2 Revival
Super Dodgeball Advance
Super Mario Advance
T = 20
Tales of Tohunga
Tekken Advance
Thunderbirds
Tony Hawk's Pro Skater 2
W = 23
Warlo Land 4
Wild Thornberry's C. Chase
WWF Rd to Wrestlemania

GAMEBOY COLOUR

A = 01
Action Man
Alone in the Dark 4
C = 07
Grand Theft Auto
H = 08
Harry Potter
Harvest Moon 2
M = 13
Metal Gear Solid
P = 16
Pokemon Crystal
Pokemon Gold & Silver
Pokemon Red & Blue
Pokemon Yellow
S = 19
Scooby Doo
Z = 26
Zelda: Links Awakening DX
Zelda: Oracle of Ages
Zelda: Oracle of Seasons

GAME CUBE

B = 02
Batman Vengeance
C = 03
Cel Damage
Crazy Taxi
E = 05
Extreme G3
F = 06
FIFA 2002
L = 12
Luigi's Mansion
M = 13
Madden NFL 2002
N = 14
NHL Hitz 2002
P = 16
Pikmin
S = 19
SSX Tricky
Star Wars: Rogue Leader
Super Monkey Ball
T = 20
The Simpsons: Road Rage
Tony Hawk's Pro Skater 3
W = 23
Wave Race: Blue Storm



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24hr Customer Service: (Freephone) 0800 081 6000

Q&A UK

Readers from across the UK send us their gaming queries and we sort them out. Not only will we answer lucky readers' questions, but we'll also tell you about their home town and test a local games store with a GameCube question or two over the phone. This month we asked about the release date of *Super Mario Sunshine* and what the game's about. Let's see how much the experts know...

PAPER MARIO

Q I've been trying for ages but I can't seem to beat the Crystal King at Crystal Palace in *Paper Mario*. Do you have any tactics for beating him?

Neil Craner, Dublin

Did you know? There are an astonishing 46 rivers in the city of Dublin.



A You have to change tactics when the Crystal King splits into three. At the start, use Mega Smash and have Koopa do his Fire Shell move. When the King splits, you'll have to hit the correct enemy or you won't do any damage. It's best to use attacks which hit multiple targets so that you always smack the correct one. Take care of floaters with Mega Bomb.

Local games store

■ **Electronics Boutique**
■ **Tel: 01873 0666**

39-40 Henry Street, Dublin

We were on hold for ages while they checked the release date. Told us that *Super Mario Sunshine* should be out in the summer. Had no plot details. 6/10

WARIO LAND 4

Q The levels in *Wario Land 4* are amazing and I've had no problems until now. I'm completely stuck on Catbat in the Sapphire Passage. Where's his weak spot?

Darryl Finton, Ballymena, N. Ireland

Did you know? Ballymena is known as city of the seven towers, but only a couple of the towers referred to are still standing.

A If Catbat is giving you real trouble, play the mini games, save some cash and buy a super weapon to give you a head start in this battle. The bat on the top of Catbat's head is this boss' weak spot. You'll have to charge and jump attack the bat, using waves as platforms. When it breaks off, butt slam Catbat's bald patch a few times to finish him. Avoid mines and falling in the water.

Local games store

■ **Game**
■ **Tel: 028 2563 9000**

Tower Centre, Ballymena

Told us the launch date of the GameCube and knew that *Super Mario Sunshine* would be out later this year. However, we got no plot information. Not bad. 6/10



DONKEY KONG 64

Q I love *DK64* but I can't defeat the Jack in the Box boss in the Frantic Factory stage. It's impossible! Can you help?

Peter West, March, Cambridgeshire

Did you know? The town of March used to be a railway town and Whitmore prison was a large goods marshalling yard.

A Ordinary attacks won't work against Jack in the Box. Use Ponytail Twirls to avoid the big box as he bounces around the arena until he pauses on a coloured square. This is your chance. Rush over to a switch of the same colour and pound it. If you hit the switch in time, Jack will get fried. Repeat this a couple of times.

Local games store

■ **Gametron Exchange**
■ **Tel: 01223 462825**

43a Burleigh Street, Cambridge, Cambridgeshire

The Gametron staff knew everything about Mario's forthcoming GameCube adventure and were polite and quick to answer. A great service. 10/10

■ **Electronics Boutique**
■ **Tel: 01223 303262**

3 Petty Cury, Lion Yard, Cambridge, Cambridgeshire

The staff were polite and answered quickly, but they knew nothing about *Super Mario Sunshine*. They put us on hold to check for a release date. 6/10





TUROK 3

Q I've managed to slug my way to the very end of this great Nintendo 64 blaster but I can't defeat the last boss, Turok. His Firestorm Cannon is just too powerful. How do I kill him?

Matthew Yeats, Edinburgh

Did you know? Tony Blair, Sean Connery and Shirley Manson were all born in the city of Edinburgh.



A Because he uses a Firestorm Cannon, you'll never beat Turok in a head-to-head shoot out. The trick is to exploit Turok's fear of close combat. If you run towards him he'll stop shooting to turn and run away. Stick close behind Turok and he won't shoot you. Just chase him around the arena, pasting him with your Shredder or Napalm Cannon.

Local games store

■ **Game**
■ **Tel: 0131 225 3453**

127 Princes Street, Edinburgh, Midlothian

Gave info on *Super Mario Sunshine's* plot and release date. Willing to help and chat about launch titles. 10/10

■ **Game Masters**
■ **Tel: 0131 553 3215**

9 Albert Place, Edinburgh, Midlothian

When we finally got hold of them we were told that *Super Mario Sunshine* would be out in the summer. No plot details. 5/10

F-ZERO: MAXIMUM VELOCITY

Q I think that *F-Zero* is one of the hardest games on the GBA because I can't stop sliding into walls, especially on the ice in the Ancient Mare course, Bishop Cup. What am I doing wrong?

Allan Dunnam, Cardiff

Did you know? This season's Worthington Cup final was the first domestic football final to be played under a roof at the Cardiff Millennium Stadium.

A The distance that a ship slides when cornering depends on its Turn Balance rating. J.B. Crystal and Sly Joker are the most stable ships in the game, but even these racers will slide unless you use our tactic. As you turn, rapidly tap the accelerator. Each time you hit the gas you'll gain a little more grip. This will give you a perfect turn, even on ice!

Local games store

■ **Electronics Boutique**
■ **Tel: 029 2022 7372**

21 St David's Way, St. David's Centre, Cardiff, South Glamorgan

The staff were happy to talk about the 'Cube launch titles and gave us the usual 'late 2002' release date for *Super Mario Sunshine*. Only knew that Mario uses a backpack in the game, nothing else. 7/10

■ **Game**
■ **Tel: 029 2038 2332**

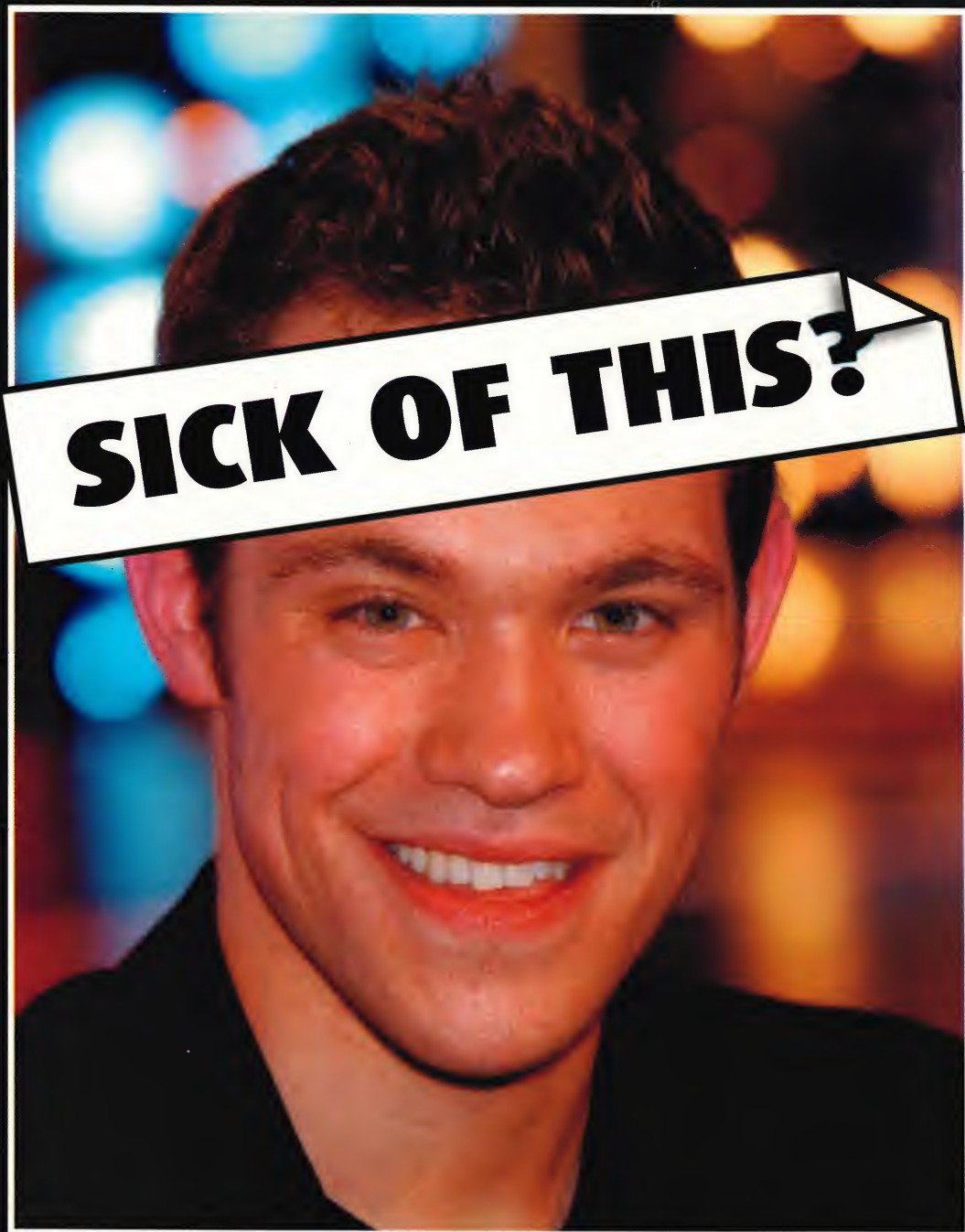
Unit 20, Queen Arcade, Queen Street, Cardiff

The Game staff knew loads about 'Cube games. Said that *Super Mario Sunshine* was rumoured to be a launch title, although they doubted it. Helpful. 9/10

WRITE IN, WIN PRIZES!

There's nothing more frustrating than being stuck in a game. If a Nintendo adventure has you puzzled or you can't defeat a beastly boss, share your problem with us. If your letter is printed you'll receive a package of prizes from Gamester.





SICK OF THIS?

Read this...

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LIFE IS LOUD

Every Wednesday.



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US & JAPAN NEWS

We reveal the hottest gaming news from around the world.



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WWF

News on the WWF split, ace new toys, fighter biographies and Sky TV listings.

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GAME INSANE

GameCube comes alive as our Dom tries to Ollie like the stars of *Pro Skater 3*. Will he come home with a bruised ego and a snapped ankle?

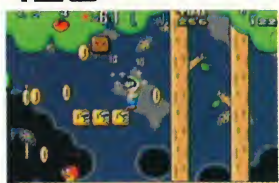


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INSIDER

STUFF ABOUT GAMES YOUR MATES DON'T KNOW

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IS £150 A FAIR PRICE FOR A GAMECUBE?

We ask the good people of London what they think.



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WINNER STAYS ON

See what games we've been playing non-stop this month.

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NINTENDO GADGETS

Controllers, leads, memory cards. We've got 'em sussed.

126

WIN COOL STUFF

Purple GameCubes, Pro-Foot scooters, digital cameras and *Burnout* are all up for grabs.

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Nintendo stories from around the world, including a new Game Boy Advance, exclusive editions of *Phantasy Star Online* and four classic Sega titles coming soon to GBA...

US AND JAPAN NEWS



New GB Advance colour

Since its launch in the United States last June, Nintendo has sold over five million Game Boy Advances. To celebrate such a spectacular achievement, the Big N is doing something rather special.

On 3 June a limited edition platinum Game Boy Advance will arrive in malls across America at a respectable \$79.95 (that's roughly £60 to you and me).

What will happen over here on the Game Boy Advance's first birthday – 22 June – is anyone's guess as Nintendo were unavailable for comment at the time of going to press.

But in the meantime, keep your fingers crossed that Nintendo follows suit in this country.



Wavebird on the way

Not much has been seen of Nintendo's wireless Wavebird controller since *Space World 2000*, but it's finally been given a launch date.

This unique GameCube controller – which uses a radio frequency to transmit a signal between the controller and a receiver on the GameCube – is expected to arrive Stateside on 24 June; at \$39.95 (that's roughly £28).



Sega classics GBA bound

They may be GameCube launch titles, but Sega has decided to shrink some of its classic titles onto the Game Boy Advance.

Arriving towards the end of this year, the first game out of the blocks will be *Virtua Tennis*, followed closely by *Crazy Taxi*, *Super Monkey Ball* and the first three *Phantasy Star* titles in a package called *Phantasy Star Collection*.



New title for Phantasy Star

It's all change for Sonic Team's *Phantasy Star Online* with a new name and some interesting GameCube extras, all arriving in time for the adventure's Japanese launch this summer.

Sonic Team announced at Sega's recent Game Jam 2 show in Tokyo that the quest will now be called *Phantasy Star Online: Episodes I & II*.

Three new character classes are being added to the GameCube version – including HUCaseak and FOMar – along with a bonus mountain world. All the locations found in the original Dreamcast version will also appear in the GameCube quest.

A *Phantasy Star* trading card game was also announced called *PSO Card Battle*. Rumours are rife that *Card Battle* will work with the e-Card Reader, but this is still to be confirmed. We'll have more news in the coming months.

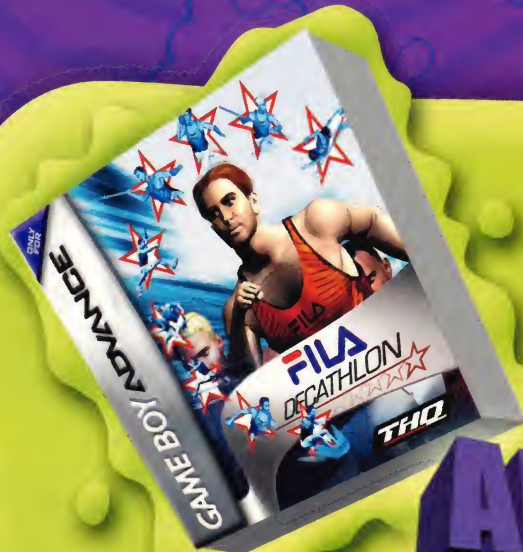
Phantasy Star Online is one of the best games ever made



Pikmin storms the music charts

Pikmin may not be out in the UK for a few weeks, but Japanese gamers have been adoring the little GameCube creatures for months.

Their love for *Pikmin* even meant that the game's soundtrack sold over one million copies, putting it as high as number six in the Billboard charts (the Japanese equivalent of our Top 40 album charts). Its success has resulted in a second soundtrack being developed which will include a variety of remixes.



ADVANCED FUN!



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POKÉMON

GET THE INSIDE POKEMON KNOWLEDGE

Pokémon Live

The worlds of Johto and Kanto are coming alive across the UK next month in the first ever *Pokémon Live* stage show.

The *Pokémon Live* stage show was a massive hit in the United States and at last its monstrous stars are flying, crawling and swimming to theatres up and down the country.

The show tells the story of Ash, Misty, Brock and Pikachu's battle against Giovanni and Team Rocket who are once again plotting to take over the world. During each show the stage will come alive with all sorts of famous Pokémon including Geodude, Meowth, Butterfree, Horsea and Team Rocket's brand new creation, the sinister MechaMew2.

The show starts in Glasgow on 2 May and the 14 date tour will take in Manchester, Brighton, London and Newcastle before its final show in Cardiff on 19 May. For a complete list of dates and a 24 hour ticket line, check out the details on the opposite page.

Along with seeing all your favourite Pokémon on stage you'll also be able to sing along with your colourful heroes as a number of songs feature in the show, including *What Kind of Pokémon Are You?* and *Double Trouble*.

All the most famous Pokémon appear in the stage show



Okay, it looks cheesy as hell, but younger Pokémaniacs will go Primeape for this live show



Tour Dates

DATE	EVENT	TIME
2 May	Glasgow Armadillo	6.30pm
3 May	Glasgow Armadillo	6.30pm
4 May	Manchester Apollo	2.00pm & 5.30pm
5 May	Manchester Apollo	2.00pm & 5.30pm
7 May	Brighton Centre	6.30pm
8 May	Bournemouth Int'l Centre	6.30pm
10 May	London H'smith Apollo	6.30pm
11 May	London H'smith Apollo	2.00pm & 5.30pm
12 May	Newcastle Telewest Arena	2.00pm & 5.30pm
14 May	Nottingham Arena	6.30pm
16 May	Blackpool Opera House	6.30pm
17 May	Birmingham NIA Academy	6.30pm
18 May	Birmingham NIA Academy	2.00pm & 5.30pm
19 May	Cardiff Int'l Arena	2.00pm & 5.30pm

Pikachu's giving up fighting to become a live pian, darling



- Tickets are priced £16, £12.50 and £9.50.
- There's a 24 hour *Pokémon Live* ticket hotline you can ring on 0870 735 5000.
- Agency and credit card bookings subject to booking fee.



Get the inside knowledge on everything that's happening in the World Wrestling Federation.

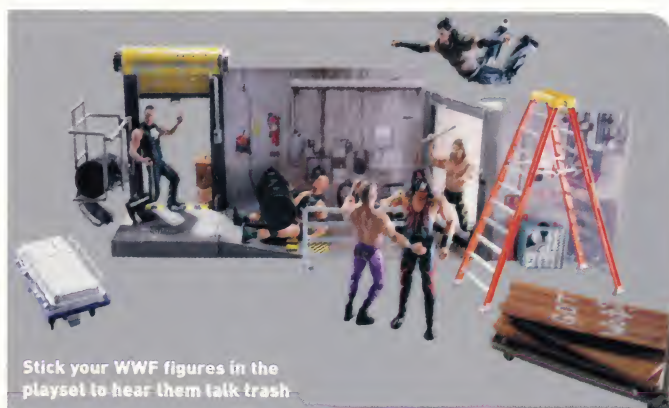
New ultra-realistic wrestling figures hit the shops

JAKKS Pacific and Kidz Biz have just released the World Wrestling Federation R-3 action figures and accessories.

These new figures were created using Real Scan and Real Scale technology, in which the entire body of each wrestler was scanned into a computer and used to create an exact replica.

The figures come to life when used with the Hall of Pain playset. Hidden inside the wrestlers are Real Reaction sensors which activate music, sound and voice effects when the figures are passed through the Hall of Pain entrance. The playset is based on the Loading Dock area of the WWF arena, complete with ladders, barrels and a hospital bed.

There are six R-3 superstars currently available; 'Stone Cold' Steve Austin, Chris Jericho, Chris Benoit, Kane, The Rock and Matt Hardy. Each figure is priced at £9.99 and the Hall of Pain playset is also available for £29.99.



Stick your WWF figures in the playset to hear them talk trash

As they're modelled on the real wrestlers, these WWF figures are the most authentic ones available



Ric Flair and Vince McMahon split WWF in two

Following a dramatic *Wrestlemania X8*, the World Wrestling Federation's brawling superstars have split into two groups; Raw, controlled by Ric Flair and Smackdown! which is being headed-up by Vince McMahon.

A draft has taken place with the owners taking turns to pick 30 superstars for their line-up.

Vince McMahon appears to have the upper hand with stars including The Rock, Kurt Angle and Hollywood Hulk Hogan joining his Smackdown! team. Notable entries in Flair's Raw roster include The Undertaker, Kane and Rob Van Dam.



Vince McMahon came off best in the WWF draft

SHOW TIMES

Keep up to date on developments in the World Wrestling Federation by tuning in to Sky Television.

Fridays	Sky Sports	10pm	Raw
Saturdays	Sky One	11am	Smackdown!
	Sky One	1pm	Livewire
Sundays	Sky One	11am	Metal15
	Sky One	12pm	Superstars
	Sky Sports 1	10pm	Excess

And look out for WWF Insurrection live on Sky Box Office from the Wembley Arena on 4 May at 7pm. Call 08705 800 888 or go to channel 770 for more information and details of how to order.

SKY SPORTS

SKY one

sky

WWF PROFILES

Big Show

From: Tampa, FL

Height: 7' 2"

Weight: 500 lbs

Finishing move:
Chokeslam

Real name:
Paul Wight



Edge

From: Toronto, Ontario

Height: 6' 4"

Weight: 240 lbs

Finishing move:
Downward Spiral

Real name:
Adam Copeland



Kurt Angle

From: Pittsburgh, PA

Height: 6' 2"

Weight: 220 lbs

Finishing move:
Angle Slam

Real name:
Kurt Angle



"Once you learn to Ollie,
you'll be totally hooked."



GAME INSANE

Ollie like Tony Hawk

It can't be that hard to Ollie like Tony Hawk, can it? Sam Culshaw from HSC+ skate shop in Nottingham came down to *Nintendo Official Magazine* to show us how to pull off this classic skateboarding trick.

Sam's been skateboarding for over six years now, and he's even sponsored by Adio Footwear. With credentials like this, he's the perfect person to teach us how to Ollie.



THIS IS HOW WE DO IT!

With only a brief warm up on the 'board, we headed out to Brixton skate park to test our skills. After some pointers from Sam, and a huge Bail by Dom, they attempted the Ollie.



01

NOM
Dom's finding it hard to balance, but his feet are positioned in the correct way.



02

PRO
The professional has been 'boarding for six years, so he naturally adopts the correct stance and gets ready for his cool trick.

NOM
Dom bends his knees, ready to push off with his back foot, but the skateboard has other ideas...

PRO
Crouching like the true pro he is, Sam elegantly bends his knees and prepares to push down.



03

NOM
Dom watches in misery as the errant skateboard rolls away, leaving him looking rather foolish.

PRO
Meanwhile Sam has managed to jump over two feet into the air, and that's from a standing start!



04

NOM
With both feet firmly on the ground, all poor Dom can do is pick up his 'board and try again.

PRO
Sam finishes his Ollie with a graceful landing before riding across the park to pull some more tricks.

IT LOOKS SO EASY!

Back in the virtual world, Tony Hawk's having a skate around Rio. The digitised pro takes time out to show us how a world champion performs this basic trick.



01

TONY
Find a flat spot in the arena and bring your skateboarder to a complete stop by pulling back on the 3D Stick. Now move the camera around with the C-Stick to get a better view. If you can't see your skater properly, it's hard to Ollie.



02

TONY
Once you're set up and ready to try an Ollie, hold down the A button on the 'Cube controller. Bear in mind that, the longer you hold the A button, the higher your skateboarder will jump. If it's your first Ollie, don't try to jump too high.



03

TONY
When you think you've held the controller button for long enough, release A and your daring skateboarder will leap into the air, looking as cool as a cucumber. But don't get too cocky just yet as you still have to land your stunt.



04

TONY
Tony Hawk lands his Ollie perfectly, which is no more than you'd expect from the greatest skateboarder in the world. Afterwards, Tony rolls off to perform some ridiculously big stunts around the park. Think you can copy all his amazing moves?

UP FOR GRABS

Want to win the Reaction 'board and a cool HSC+ hoody? Then write your name and address on a postcard, mark it 'Game Insane THPS3' and send it to the usual **NOM** address.



OUR THANKS

Many thanks to O.G.Weena and Sam from HSC+ who supplied the gear and expertise: 29 Goose Gate, Notts (0115 941 8070). For mail order, freephone 0800 479 0020.

HSC+

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WHAT THE NDM SITE OFFERS

We'll be bringing you daily news stories, reviews and previews of the latest games, along with the Net's largest database of tips and cheats. And that's not to mention reader polls, competitions and exclusive downloads.



■ If you want to read interviews with developers and check out special features, hit this button



■ You'll be able to check release dates, sales charts and see shots of your favourite games



■ Here you can take part in reader polls, enter exclusive competitions and contact the team



■ Come here if you want to see movies of games, or screen shots we couldn't cram into the magazine



■ This will be the place to enter game challenges and to view your placings in our updated leagues

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YOUR SAY

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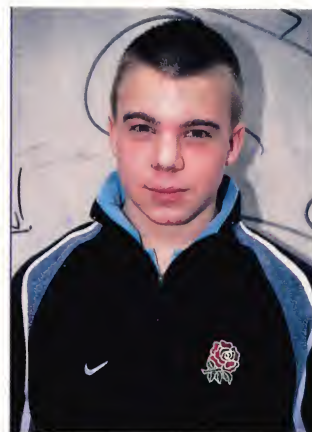
Nintendo recently announced that the GameCube would go on sale for around £150, so we hit the streets and asked...

'IS £150 A FAIR PRICE FOR A GAMECUBE?'



William Carter & Jake Rawson

"The Nintendo GameCube is launching at a pretty good price, and it's a lot cheaper than the other new machines. We had an N64 so we'll probably get one."



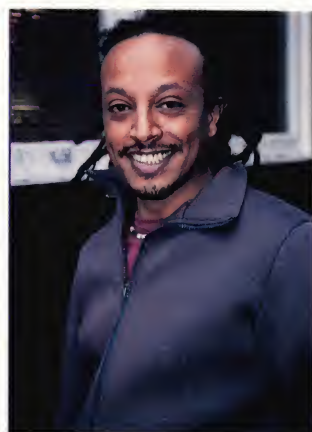
Matthew Pittenreigh

"The GameCube is a lot cheaper than the other games consoles on sale right now but, to be honest, I probably won't get one as I've got a PlayStation 2."



Alex Kinsman

"Don't new consoles usually start selling for around £300? Microsoft's new Xbox definitely starts at £300, so the GameCube is launching at a great price."



Teddy Bekehy

"I haven't played the Nintendo GameCube at all, but £150 sounds like a fair price. I own a Sega Dreamcast and that cost £165 when I bought it."



Gareth Hopkins

"£150 is a good price, so long as you're around my age and you have a job. But if you're like my brother who's only 16, the GameCube may be too expensive."



Jon Quach & Satomi Kaba

"I think it's a good price. My cousin bought a Japanese 'Cube and it was £500 so, compared to an import, £150 is cheap. I think the GameCube will be successful."



Steven Giddings & Susan Gerrans

"It's a good price because the PS2 is £200 and it's been out for ages. It would be good if the 'Cube came out cheaper than £150, and hopefully the price will drop by Christmas."



Alex Maciera

"The price is great and I'll be getting a 'Cube as it comes out on my birthday, 3 May. I haven't pre-ordered yet, but I will. I can't wait for *Super Smash Bros. Melee*."



David Hedges

"It's the right price. Normally manufacturers drop the cost after a while, but it's good to start low. I think Nintendo will do well as there's a buzz about the 'Cube."



James Taylor

"The Xbox is £299 which is too much for a console, and that's without a game. The GameCube's specs seem pretty good so it should perform well."



Nathan Edwards

"It'll probably launch at £170 but that's still cool. I've been waiting for the 'Cube to come out for ages because, when it comes to games, nothing beats Nintendo."



Jason Simpson

"It's only going to be £150? Does that include a DVD player or not? The PlayStation 2 has a DVD player built in, but I would still rather buy a GameCube."



Rebecca Fry & Laura Oakley

"I've seen lots of features on the Nintendo GameCube in the games magazines and it looks a lot better than the PS2. The price seems really good, too."



Jamie Parmar

"As it doesn't have a DVD player the price should be low. £150 is good if the games are less than £50. If games are £30-40 then the 'Cube will attract more people."



Alad Llewellyn

"If I'm being totally honest, I haven't seen much on the Nintendo GameCube. I think it's a bit under-exposed, but £150 seems like a reasonable price."



Rhou Um

"£150 is a lot of money, but wasn't the Dreamcast more than that when it launched? I've always liked playing Nintendo games, so £150 is a fair price."



Bill Brandt

"I haven't got a 'Cube but I've heard it's good. I've got an Xbox which I'm happy with, but I've never played the GameCube so I can't really compare the two."



Andy Winter

"I'm not interested in the GameCube at all. I've got a PlayStation 2 and I think that most of Nintendo's games are designed for little kids."



Lee Treadway

"Well it's cheaper than anything else, which has to be a good thing. The prices of other consoles are ridiculous. Who'd pay £300 for a games machine?"



Richard Walker

"It's a fair price as new consoles usually cost £300. It would be good if Nintendo can take some of its old games from the N64 and bring them to GameCube."

Winner Stays On

Each month we'll show you the ten games we've been playing the most at *Nintendo Official Magazine*. But which game will be the daddy?



1st

ISS2
Konami's sports sim takes the inaugural top spot thanks to its amazing playability.



4th

Super Mario Advance 2
It's taken the highest GBA chart position, but can Mario hold on for another month?

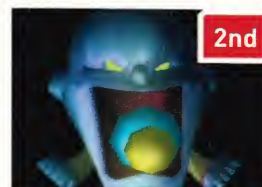


8th

Sonic Advance
We finished it in an hour, but link *Sonic* with GameCube to get more from this adventure.

NOM's Top Ten Games

TITLE	PUBLISHER	LAST MONTH
1 ISS2	KONAMI	NE ▲
2 LUIGI'S MANSION	NINTENDO	NE ▲
3 STAR WARS ROGUE LEADER: ROGUE SQUADRON II	ACTIVISION	NE ▲
4 SUPER MARIO ADVANCE 2	NINTENDO	NE ▲
5 TONY HAWK'S PRO SKATER 3	ACTIVISION	NE ▲
6 WAVE RACE BLUE STORM	NINTENDO	NE ▲
7 GOLDEN SUN	NINTENDO	NE ▲
8 SONIC ADVANCE	SEGA	NE ▲
9 NHL HITZ 20-02	MIDWAY	NE ▲
10 NBA STREET	ELECTRONIC ARTS	NE ▲



2nd

Luigi's Mansion
It may be easy to complete but the *NOM* team just had to finish this Nintendo looker.



5th

Tony Hawk's Pro Skater 3
It scored 9/10 and we've been playing it to death. Can you unlock Darth Maul?



10th

NBA Street
We are great b-ball fans at *NOM*, and until *NBA Courtside* arrives, this rules.

GBA SALES CHART

You've been buying Game Boy Advance titles in droves. Here are this month's best sellers...

GAME

TITLE PUBLISHER

- 01 Sonic Advance Sega
- 02 Jackie Chan Activision
- 03 Golden Sun Nintendo
- 04 Crash Bandicoot Vivendi
- 05 Mario Kart Nintendo
- 06 Harry Potter Electronic Arts
- 07 Advance Wars Nintendo
- 08 Bomberman Activision
- 09 X-Men Apocalypse Activision
- 10 Super Mario Advance Nintendo

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For more information on Nintendo products at GAME, point your browser at www.game.uk.com

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- (6) This offer may be withdrawn at any time without prior notice.
- (7) Valid against any one product over £30.
- (8) This voucher is redeemable against any Game Boy Advance software and accessories only.
- (9) The voucher is valid until 9 May 2002.

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COMING NEXT MONTH...

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TNT

TOP NINTENDO TITLE OFFICIAL BUYER'S GUIDE

THE AWESOME COLLECTION IS DEAD, LONG LIVE THE TNT BUYER'S GUIDE! FROM NEXT MONTH WE'LL BE SHOWCASING THE BIGGEST GAMECUBE AND GBA GAMES, ALONG WITH ALL THE INFO YOU NEED.

GAME INFO

What does the game look like? How much is it? Can four people play? How many memory card blocks does a save game use? All this and more essential information will accompany each Nintendo game.

BEST DEALS

We'll be scouring the High Street to bring you info on the best GameCube and Game Boy Advance bargains. If a game is in short supply or can only be found in bargain bins, we'll be the first to tell you.

BEST GAME MOMENTS

Every TNT rated game will have some timeless moments you'll want to re-live again and again. Not only will the experts at *NOM* pick the best moments, but we'll also reveal them to you in all their glory.



TNT BUYER'S GUIDE

■ COMPLETELY TESTED BY OUR EXPERTS ■ ALL THE GAMES YOU MUST HAVE

NOM VERDICTS

As more GameCube and GBA games are released, early titles may not be so appealing. We'll regularly update our scores and remove games that we feel no longer meet the standards of a TNT game.

FAQS

Have you got a burning question you want to ask about a specific TNT game? By the magic of e-mail you'll be able to ask us a question and we'll print the answer. More details on TNT FAQs next month.

RUMOURS

Exclusive to *NOM* readers, you'll be able to e-mail us with rumours you've heard regarding TNT games. Using our sleuthing skills we'll then tell you if they're true or false. We'll even print rumours that we've heard on the grapevine...

HOW WE SCORE

Games are now scored out of ten. Titles that score nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



TNT: GOLD
Gaming perfection



TNT: MUST BUY
Almost perfect



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Nintendo Gadgets

You will find that a wide range of peripherals are available for the GameCube when it launches in the UK. We want to make sure that you only buy the best controllers and other gadgets, so take a look at our reviews to find out what's hot and what's not...



- Memory Card 59
- Nintendo ■ £14.99

Verdict: As it's an official Nintendo product you can be sure that the Memory Card 59 is reliable. But at 15 quid you don't get a lot of saves for your cash. You will fill the save slots in no time, especially if you have sports games which record team stats and leagues. **8/10**



- S-Video/ A/V cable
- InterAct ■ £4.99

Verdict: S-Video is the best quality signal you can get from a GameCube on a normal analogue TV. As well as an S-Video connection, this lead also has an A/V plug and stereo sound outputs, all gold plated. This cable delivers a crystal clear picture at a good price. **9/10**

- Soundstation3 Speaker System
- Logic 3 ■ £39.99

Verdict: Includes two speakers which deliver clean stereo sound and a sub woofer that packs more of a punch than you'd expect from a unit this size. Also comes with the necessary cables to connect the Soundstation3 to any device with scart or stereo outputs. **9/10**



■ Scart Cable
■ Blaze ■ £9.99

Verdict: Get a good quality A/V picture with this gold plated scart cable. There is also a box on the lead with separate A/V and stereo outputs, making it possible to link your GameCube to a music system with additional cables. **8/10**



■ Mobile Monitor 5.4
■ Interact ■ £99.99

Verdict: This 5.4 inch monitor is a nice size, but characters blur as they move around the screen. It's also hard to see darker games. Comes with a car adapter for gaming on the road, and twin speakers for stereo sound. Also works with other games consoles. **7/10**



■ Official GameCube Controller
■ Nintendo
■ £24.99

Verdict: As you'd expect from Nintendo, this pad moulds perfectly into your hands. The differently shaped buttons on the face are easy to find and both the 3D Stick and C-Stick are incredibly accurate. However, the Z button is a little small and awkward for bigger hands. **9/10**



■ The Patriot Pad
■ Blaze
■ £14.99

Verdict: This bulky controller comes complete with turbo and programmable buttons, and stronger force feedback than other GameCube pads. The Patriot Pad is let down as it feels cheap, and uncomfortable, with wobbly buttons and an unresponsive D-Pad. **6/10**



■ Superpad
■ Interact
■ £14.99

Verdict: With the Superpad it's possible to deactivate the rumble effects. However, the 3D Stick is too stiff and the shoulder buttons are positioned poorly. The Z button is also hard to reach. The Superpad is the most uncomfortable GameCube pad we've seen so far. **5/10**



■ Pro Pad
■ Logic 3
■ £14.99

Verdict: The Pro Pad is a comfortable controller with a turbo mode and a 3D Stick with adjustable sensitivity. You can also program the controller with sequential button presses which the pad then executes automatically. We found the D-Pad to be inaccurate and the rumble motor is unreliable. **7/10**



win all this cool stuff

We've bagged the best prizes, just for you. To win, simply phone **0905 053 110**, then add the number of the competition at the end. So, if you want to enter the GameCube compo, you'd dial **0905 053 1101**. Got that? Answer the question, leave your name and daytime phone number and we'll call you on 8 May if you win. Don't forget to ask permission from whoever pays the phone bill before you dial...

1



10 UP FOR GRABS

1. GameCube

If you're reading this magazine you're probably gagging to get your hands on a GameCube. And who could blame you... it's the best games machine ever. And thanks to our generous friends at Nintendo, we've got ten of the cube-shaped marvels to give away. To stand a chance of winning a 'Cube, answer this ridiculously easy question:

Whose mansion is being overrun by ghosts?

- a. Mario's
- b. Pikachu's
- c. Luigi's

2. Driven

Thanks to our mates at Bam! Entertainment we've got ten copies of the GameCube launch title, *Driven*, to give away. Based on Sly Stallone's recent movie of the same name, the game follows the antics of a young hotshot and his struggle to rise to the top. *Driven* features an intense sensation of speed and enough thrills and spills to satisfy most racing fans. If you'd like to snag a copy answer this question:

In the game *Driven*, racers have to get into what to improve their performance?

- a. The Zone
- b. The Moan
- c. The Bone

2



10 UP FOR GRABS



3



01 UP FOR GRABS

4



02 UP FOR GRABS

3. Pro-Foot Scooter

With a cracking top speed of 24kph and a set of bulging tyres, the Pro-Foot is more than capable of tackling all kinds of terrain, and a single four hour charge provides 16 km of travel. For information on the full range of scooters, point your browser to www.capital.co.uk. To be in with a chance of winning this amazing prize, answer this question:

Which of these is a famous brand of Italian scooter?

- a Nesta b Vespa
c Vesta

5. L'Espion digital camera

This digital camera is barely bigger than a matchbox, but it's capable of taking 20 hi res, or 80 low res pictures, as well as producing a ten second video clip. The Internet's premier gadget and gizmo web site, www.iwantoneofthose.co.uk, has kindly provided two cameras, and all you have to do is answer this question:

Complete the following camera-related phrase, 'Watch the...'

- a Stoot b Beetle c Birdie

4. Cybiko Xtreme

This amazing handheld gadget is packed full of features – including a personal organiser and walkie-talkie – and has over 350 free games to download. It can even send and receive e-mails and download software and content from the Internet via a PC, as well as sending and receiving text messages from fellow Cybiko owners. For information visit www.cybiko.com. Our friends at Cybiko have two to give away. Answer this question:

How many buttons does the Cybiko Xtreme have?

- a 32 b 42
c 52

6. Burnout

Our friends at Acclaim are giving away four copies of *Burnout*, the excellent new racer for GameCube which goes on sale 3 May. *Burnout* features some of the most exciting and addictive racing ever seen on a console, with white knuckle driving through heavy traffic, all delivered with top graphics. See page 60 for our verdict on the game. And to stake your claim on one of the four games on offer, simply answer this question:

What is the fastest car in the world?

- a Lust III b Thrust II
c Robin Reliant

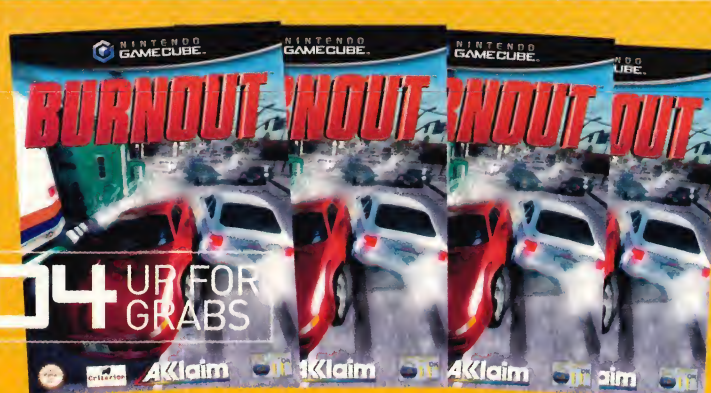
5

02 UP FOR GRABS



6

04 UP FOR GRABS



You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you're entering the Cybiko Xtreme competition, write to: **Competition 4, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**

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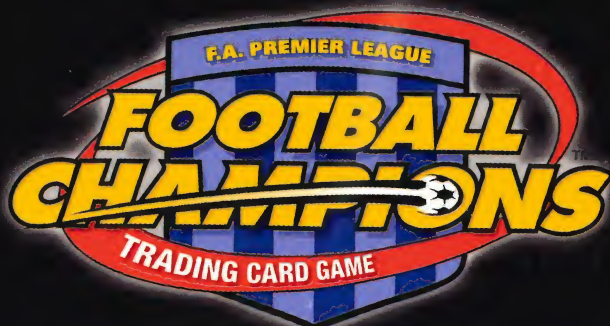
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